import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

// Step 1: Declare the list inside the Dart file

final List<int> numberList = [10, 12, 13, 56, 27, 29, 30];

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Odd and Even Numbers',

home: Scaffold(

appBar: AppBar(

title: Text('Odd and Even Numbers'),

backgroundColor: Colors.blueAccent,

),

body: ListView.builder(

itemCount: numberList.length,

itemBuilder: (context, index) {

int number = numberList[index];

// Step 2: Check if number is even or odd

bool isEven = number % 2 == 0;

return ListTile(

title: Text(

number.toString(),

style: TextStyle(

fontSize: 24,

color: isEven ? Colors.green : Colors.red, // Step 3: Color logic

fontWeight: FontWeight.bold,

),

),

leading: Icon(

isEven ? Icons.check\_circle : Icons.cancel,

color: isEven ? Colors.green : Colors.red,

),

);

},

),

),

);

}

}