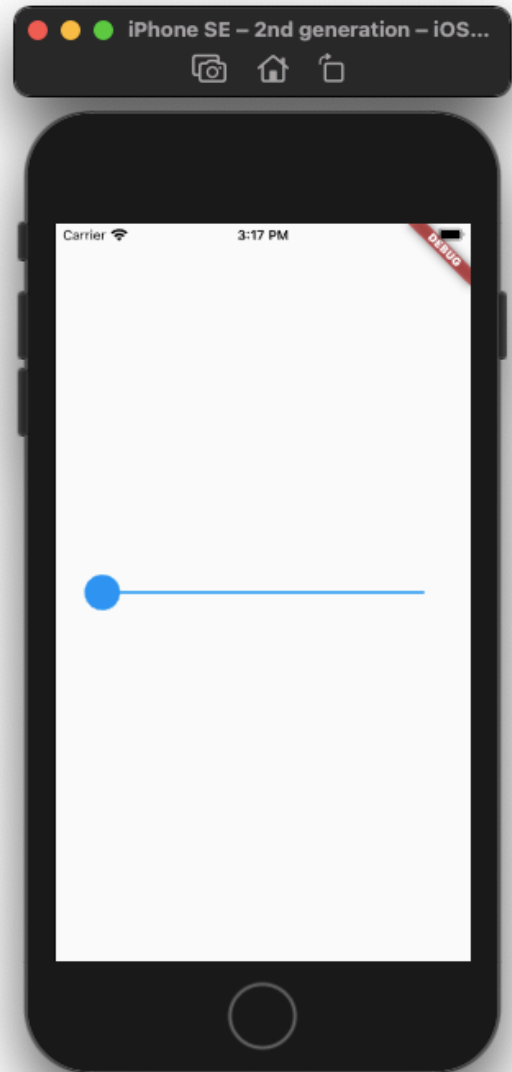
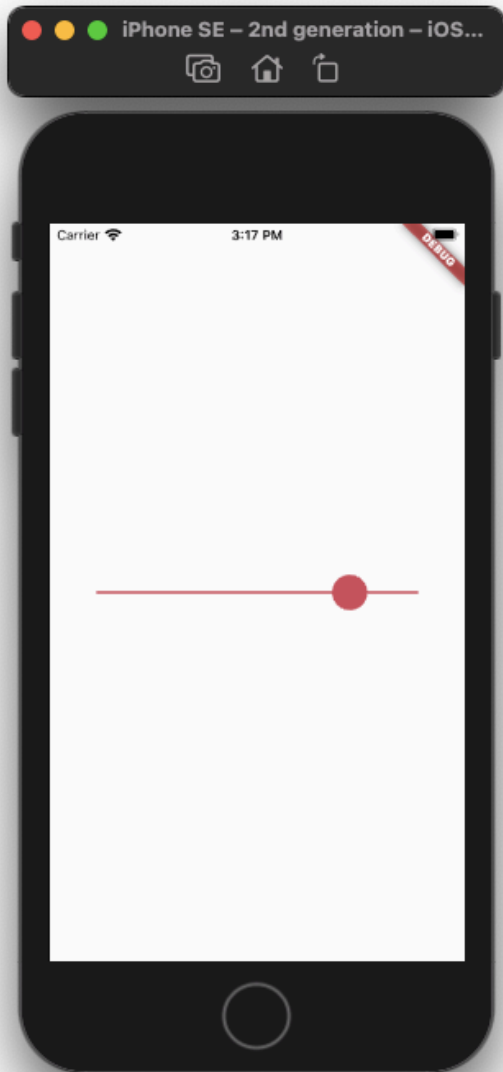


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- 2 screenshots of your app showing two different thumb colors.



- The code for your painter which extends the CustomPainter widget.

```
/// A painter to draw the slider widget.
class _Painter extends CustomPainter {
  const _Painter({
    @required this.value,
    @required this.lineColor,
    @required this.lineThickness,
    @required this.thumbColor,
    @required this.thumbRadius,
  }) : assert(value != null),
       assert(lineColor != null),
       assert(lineThickness != null),
       assert(thumbColor != null),
       assert(thumbRadius != null),
       super();

  final double value;
  final Color lineColor;
  final double lineThickness;
  final Color thumbColor;
  final double thumbRadius;

  @override
  void paint(Canvas canvas, Size size) {
    final halfExtents = size / 2;

    // Draw line.
    {
      final start = Offset(0, halfExtents.height);
      final end = Offset(size.width, halfExtents.height);
      final paint = Paint()
        ..color = lineColor
        ..strokeWidth = lineThickness;

      canvas.drawLine(start, end, paint);
    }

    // Draw thumb.
    {
      final origin = Offset(value * size.width, halfExtents.height);
      final paint = Paint()..color = thumbColor;

      canvas.drawCircle(origin, thumbRadius, paint);
    }
  }
}
```

```
    }  
}  
  
@override  
bool shouldRepaint(covariant _Painter old) {  
    return old.value != this.value &&  
        old.lineColor != this.lineColor &&  
        old.lineThickness != this.lineThickness &&  
        old.thumbColor != this.thumbColor &&  
        old.thumbRadius != this.thumbRadius;  
}  
}
```