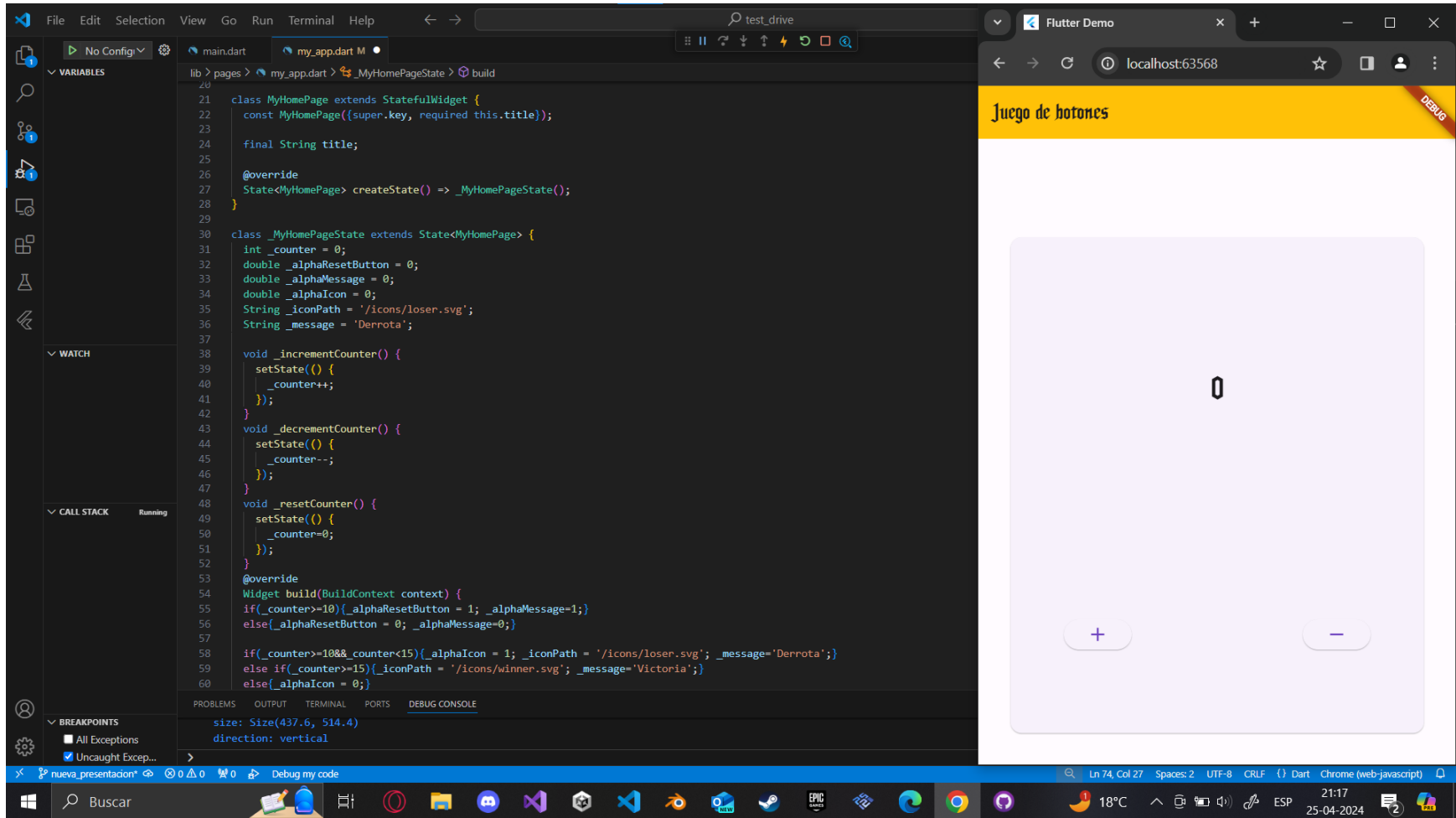
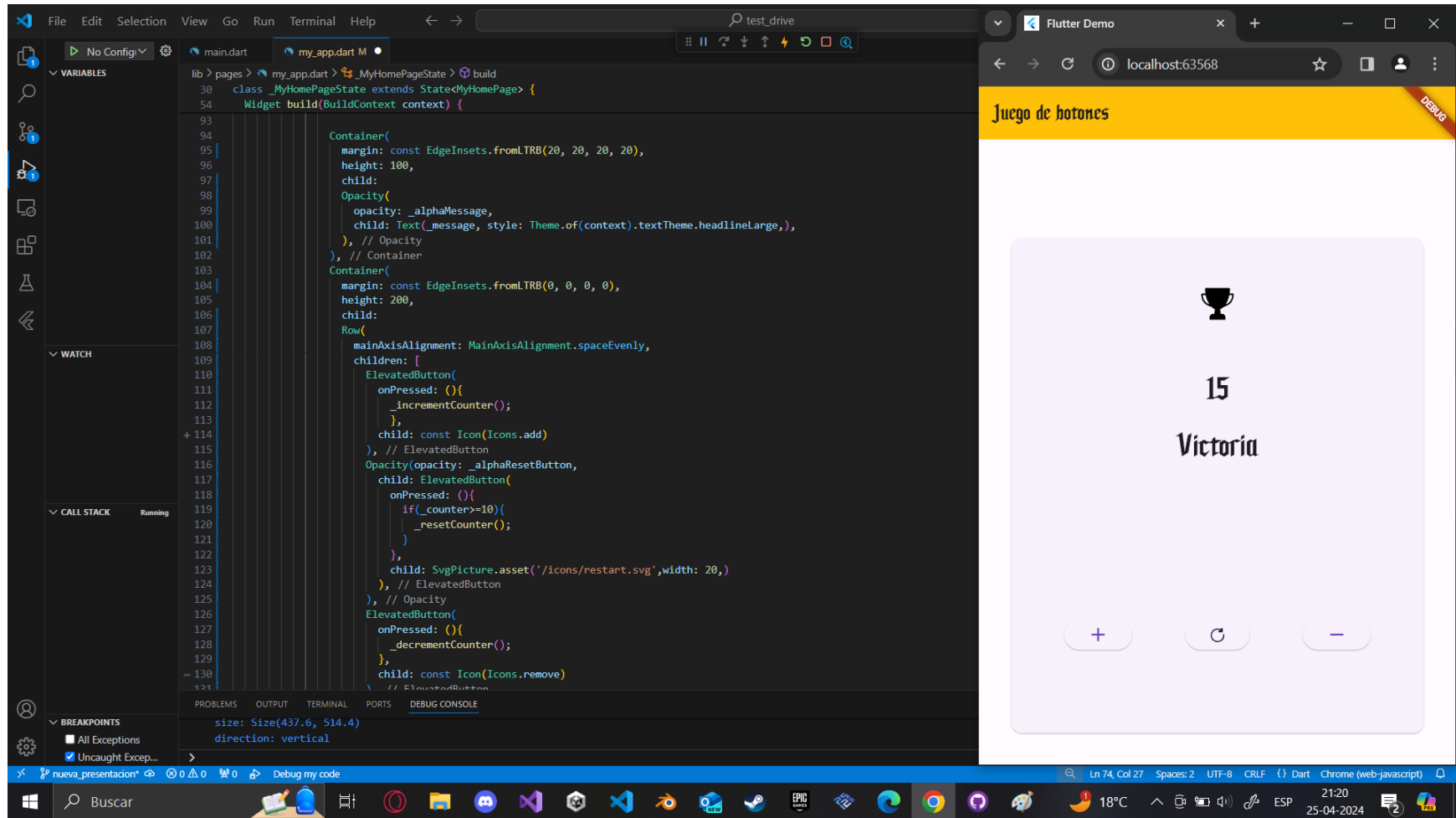


## Pantalla por defecto



## Pantalla por derrota



## Pantalla por victoria

The image shows a development environment with an IDE on the left and a browser preview on the right.

**IDE (Left):**

- File Explorer:** Shows the project structure with `main.dart` and `my_app.dart`.
- Code Editor:** Displays the `MyHomePageState` class in `my_app.dart`. The code includes logic for game state, including a counter, reset button, and win/loss conditions. The `build` method returns a `Scaffold` with an `AppBar` and a `body` containing a `Card` with a `Column` of widgets.
- Terminal:** Shows the command `flutter run` and the output `size: Size(437.6, 514.4) direction: vertical`.

**Browser Preview (Right):**

- Address Bar:** Shows `localhost:63568`.
- Page Title:** `Juego de botones`.
- Page Content:** A light purple screen with a skull icon, the number `10`, and the word `Derrota` (Defeat). Below the text are three buttons: `+`, `↺`, and `-`.