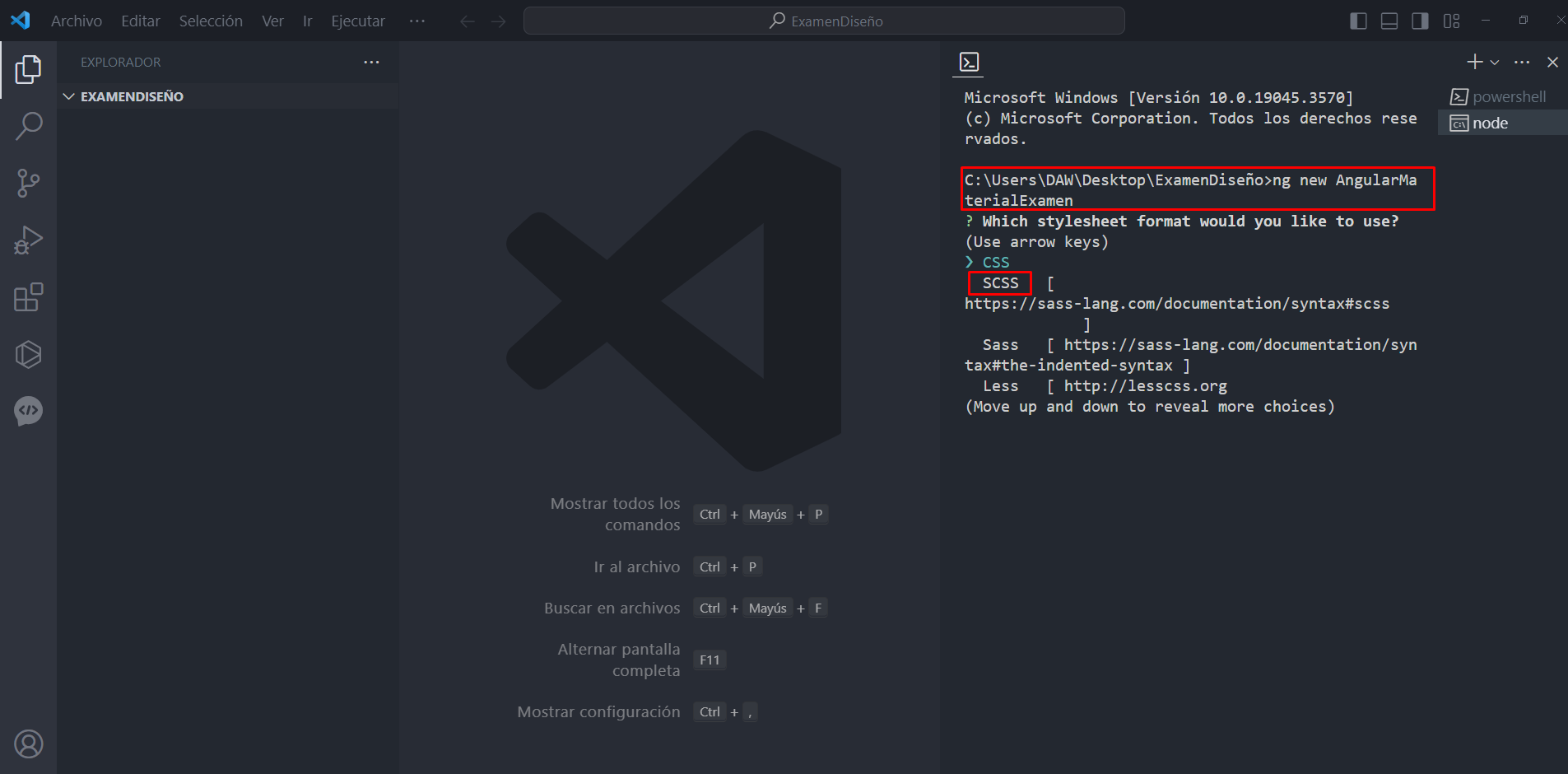
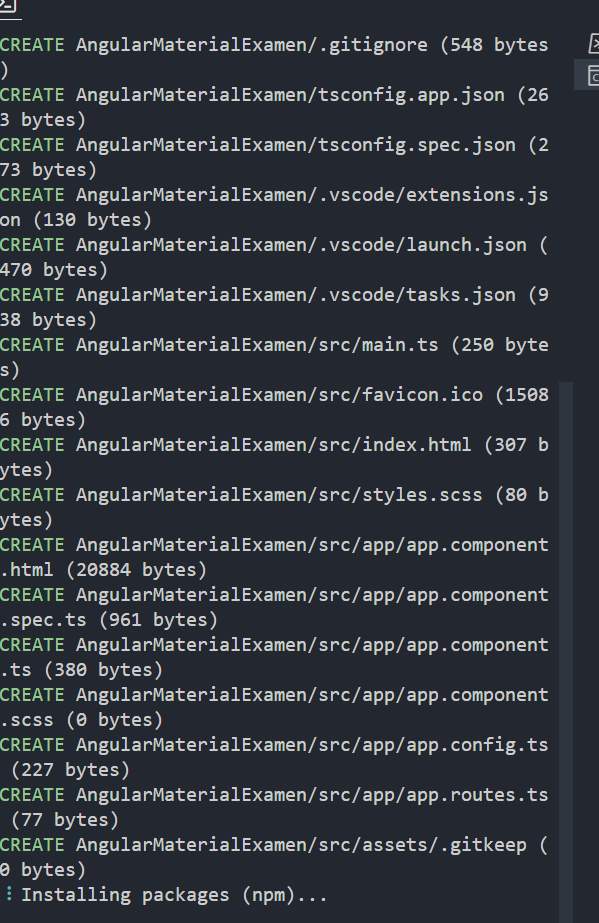
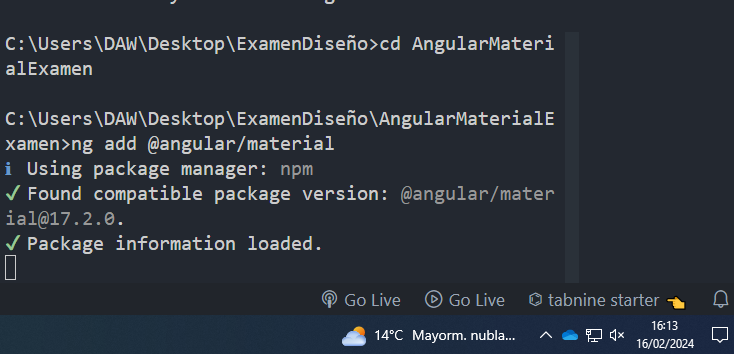
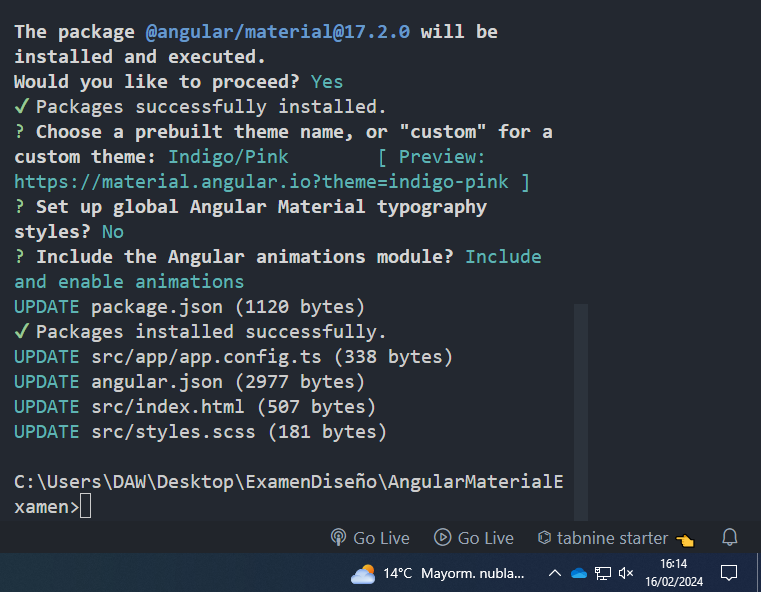
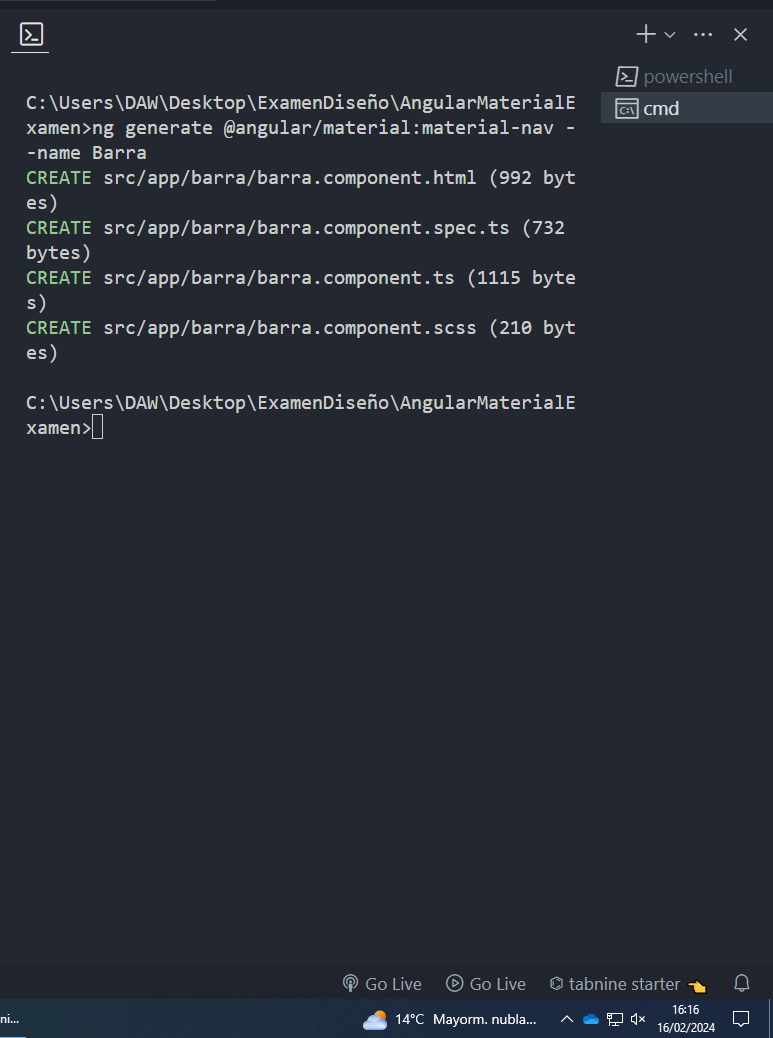
MaterialAngular

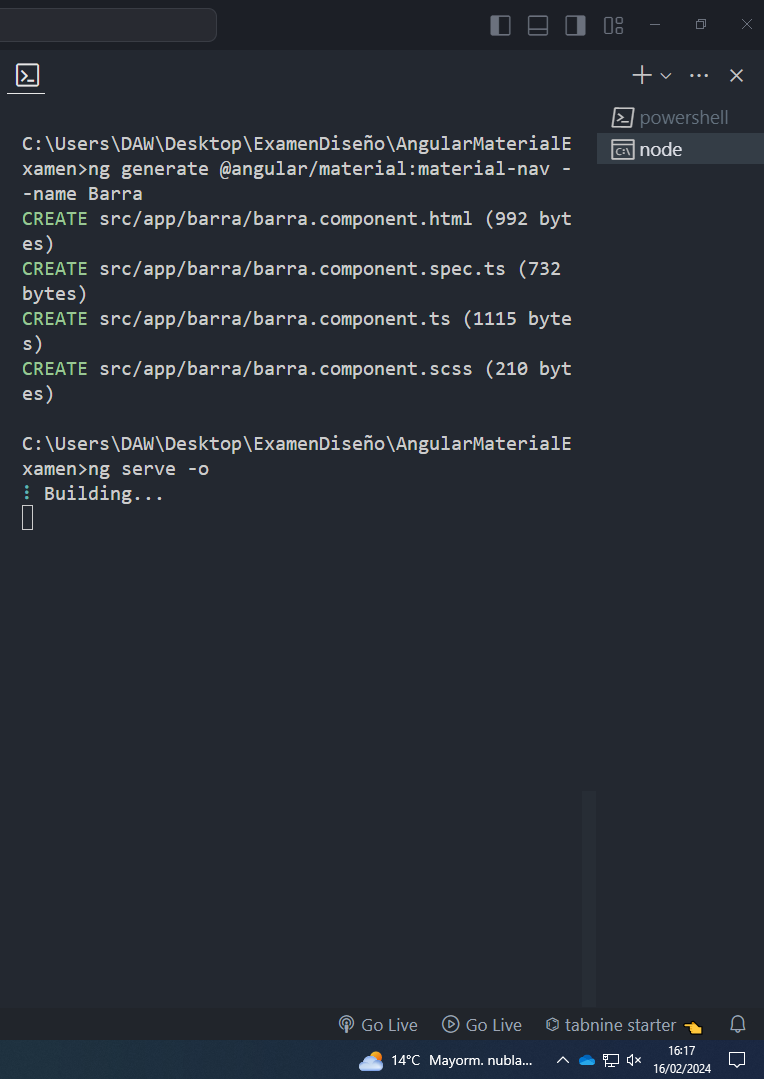


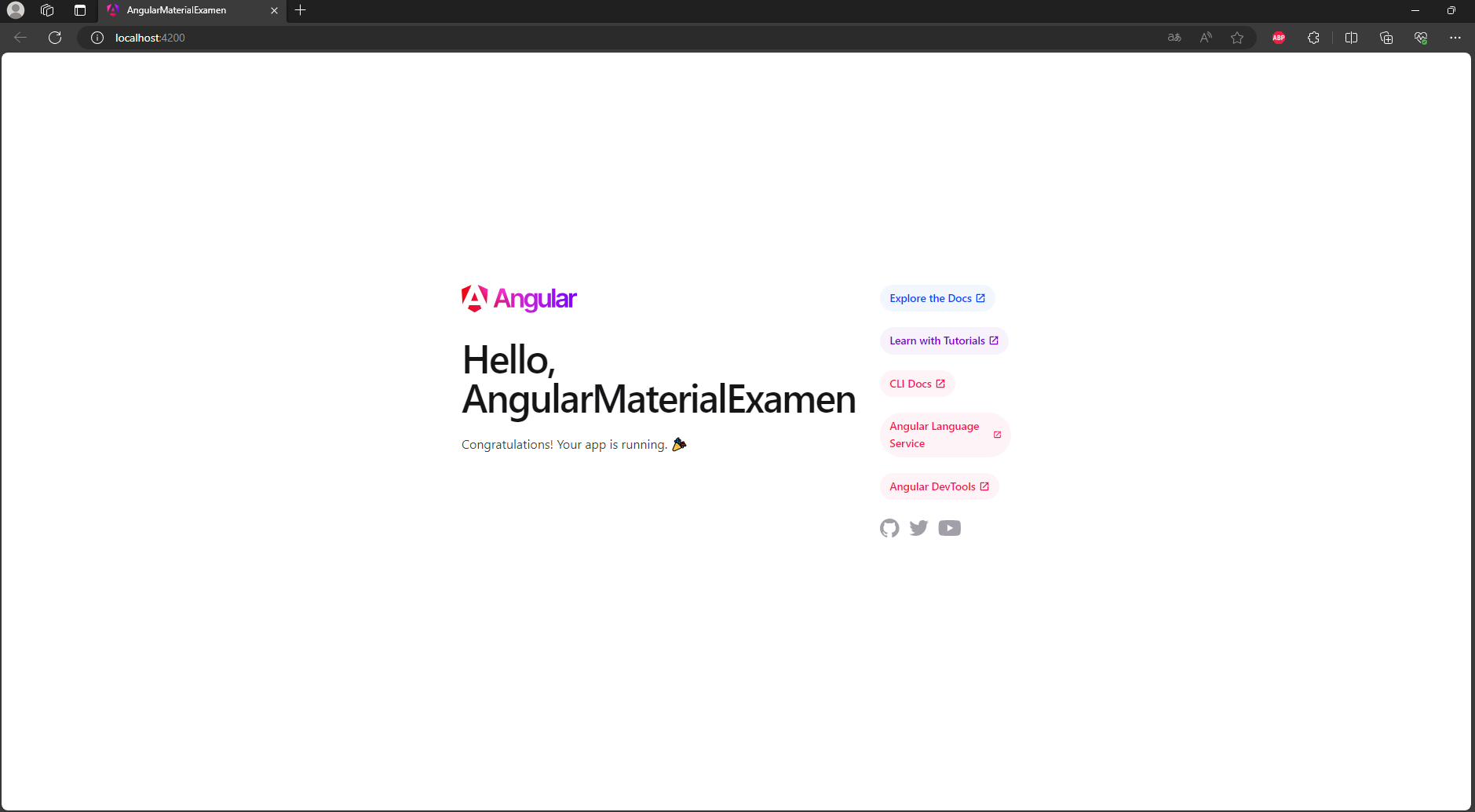




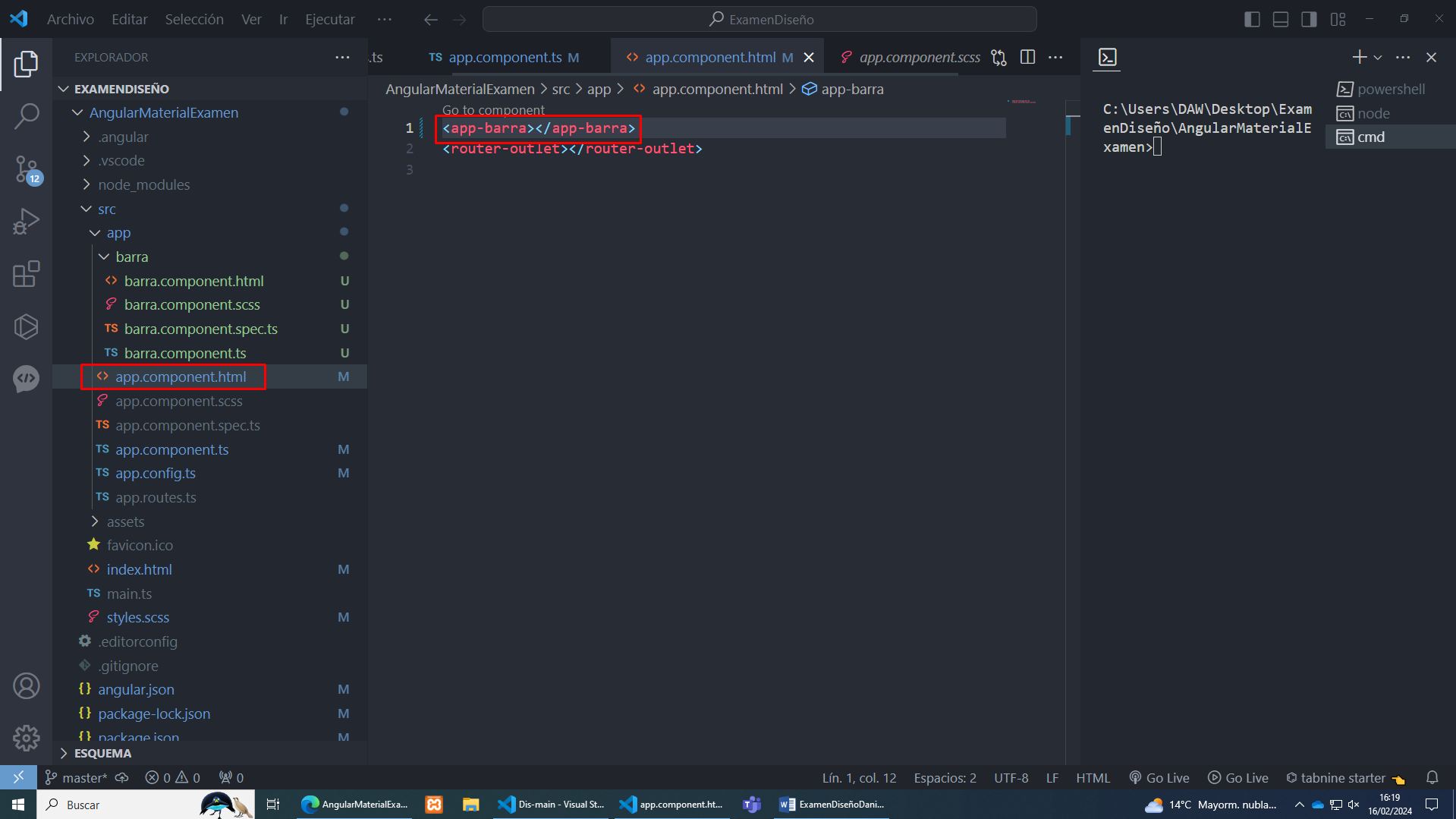


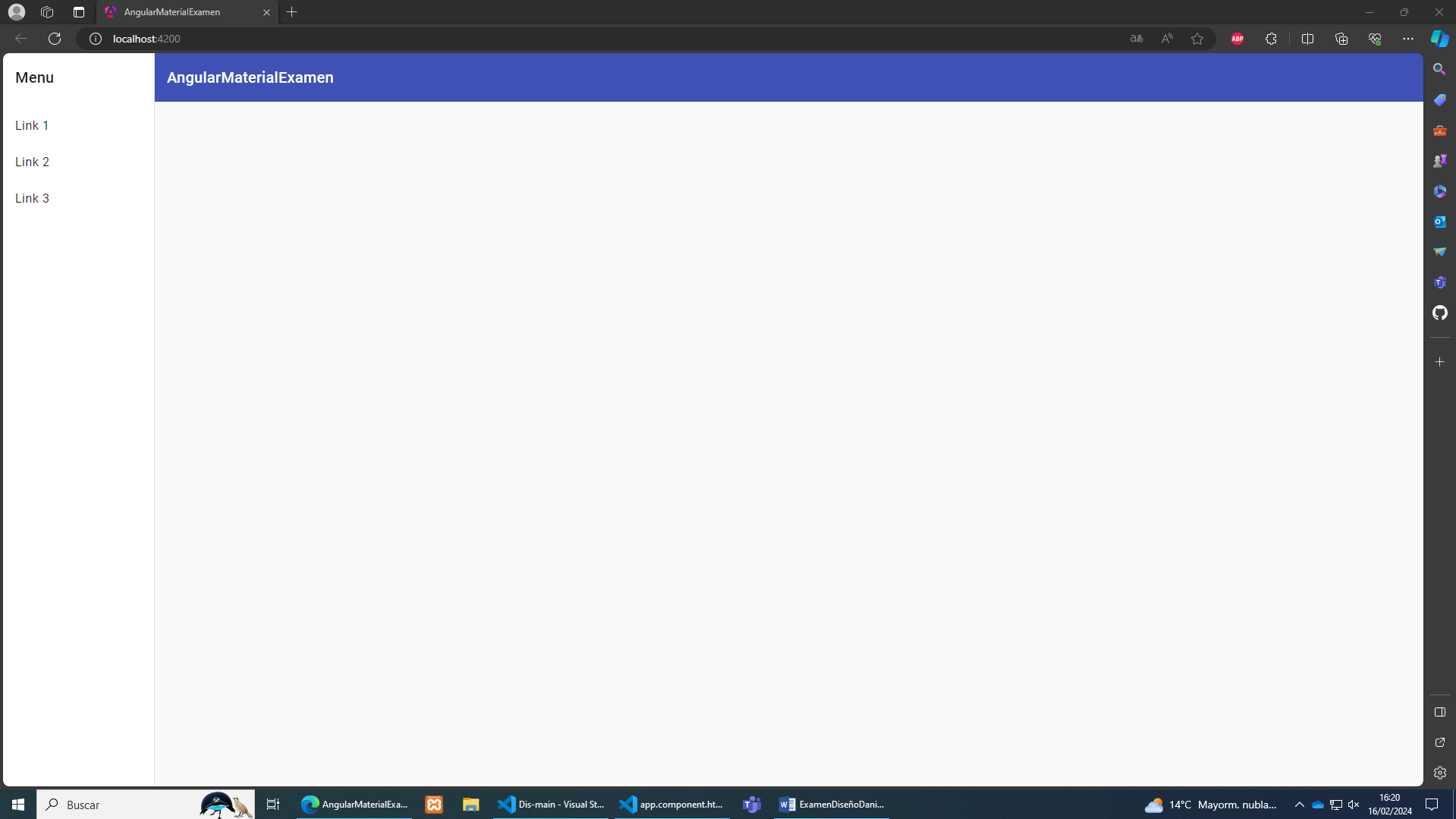


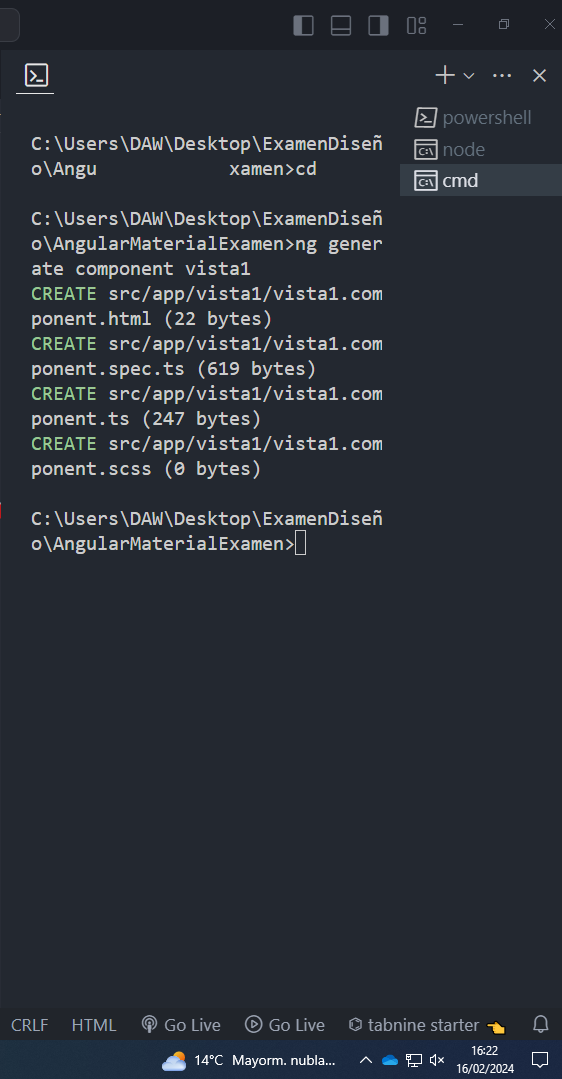


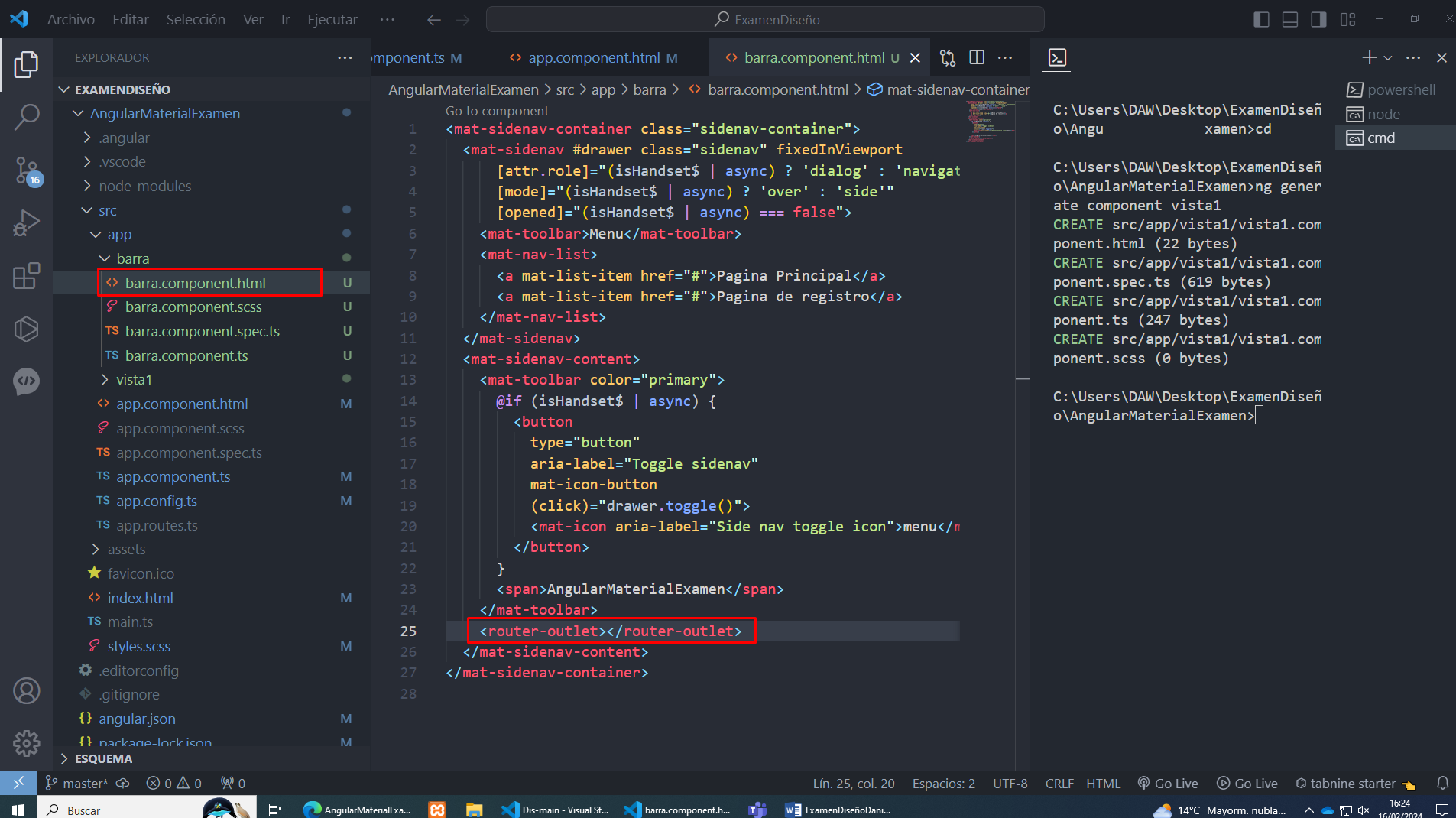


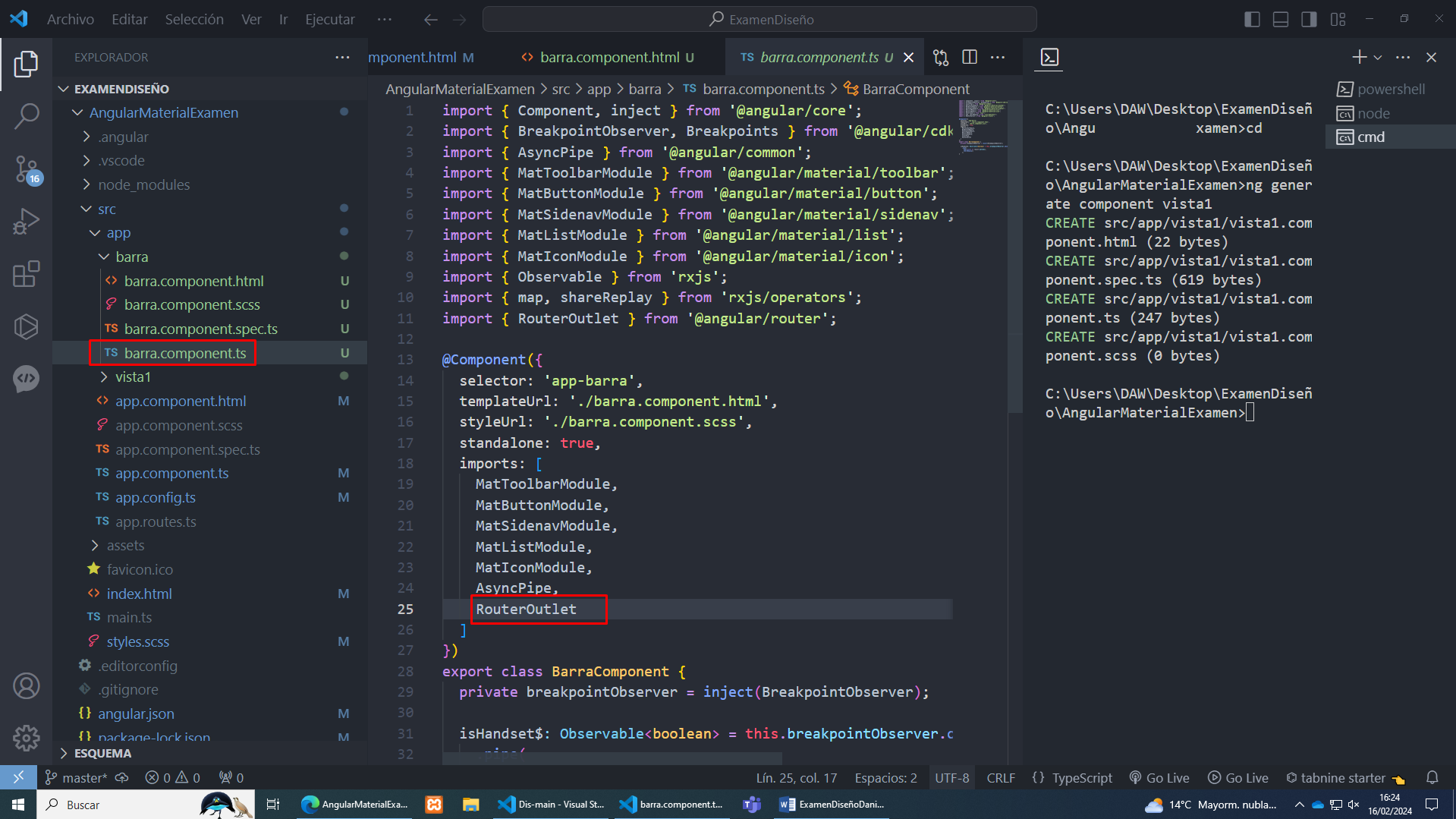




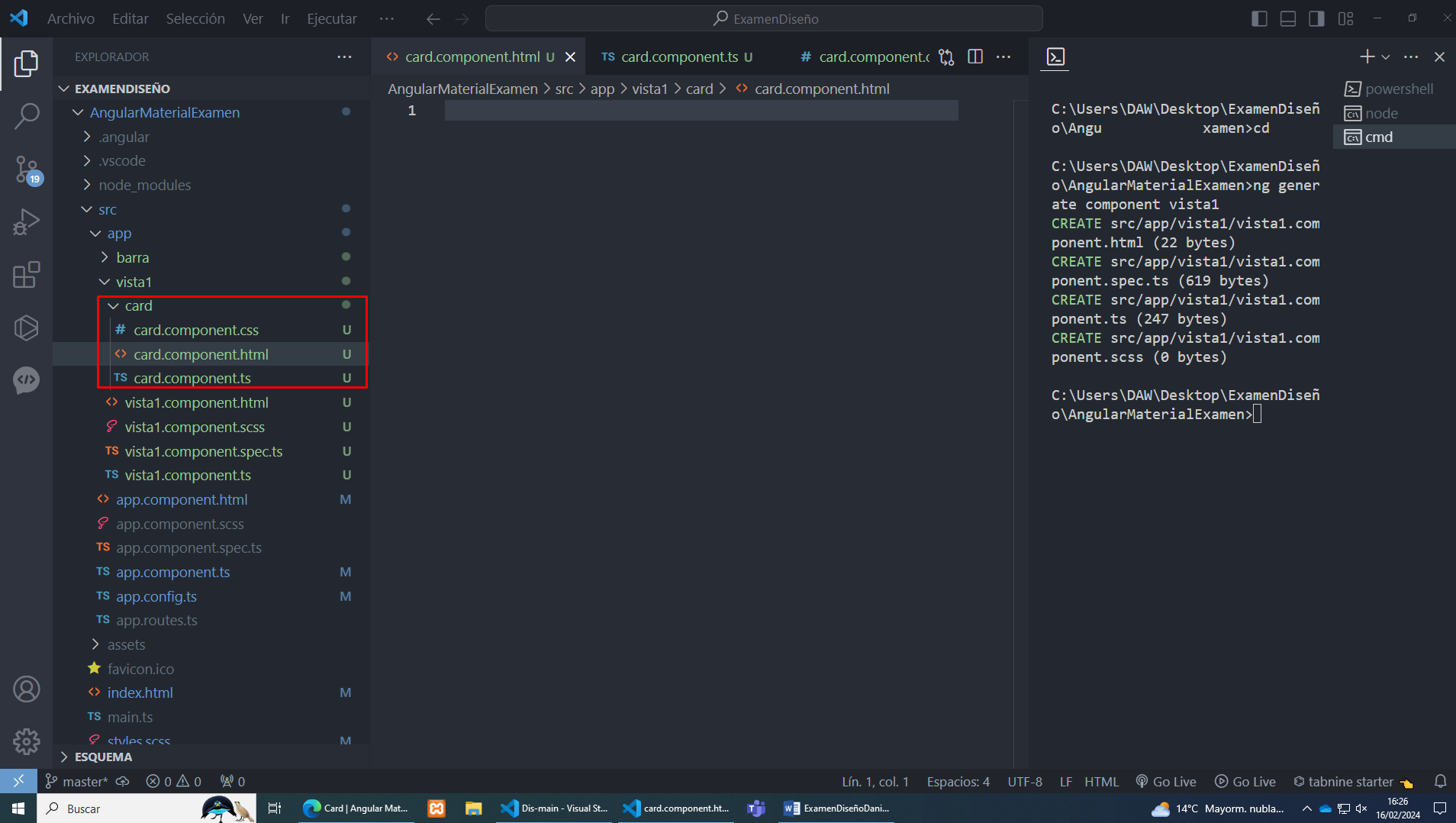


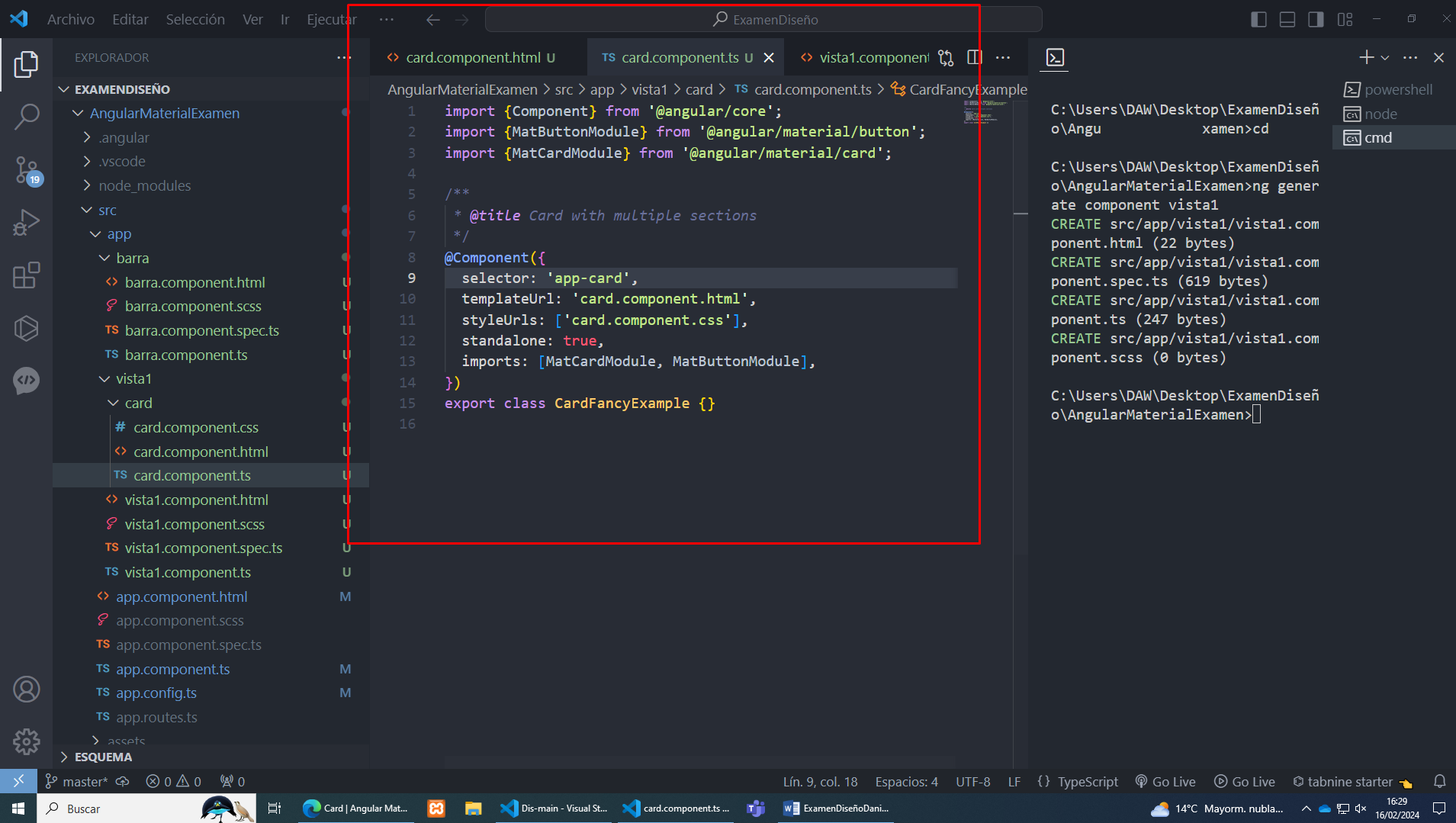


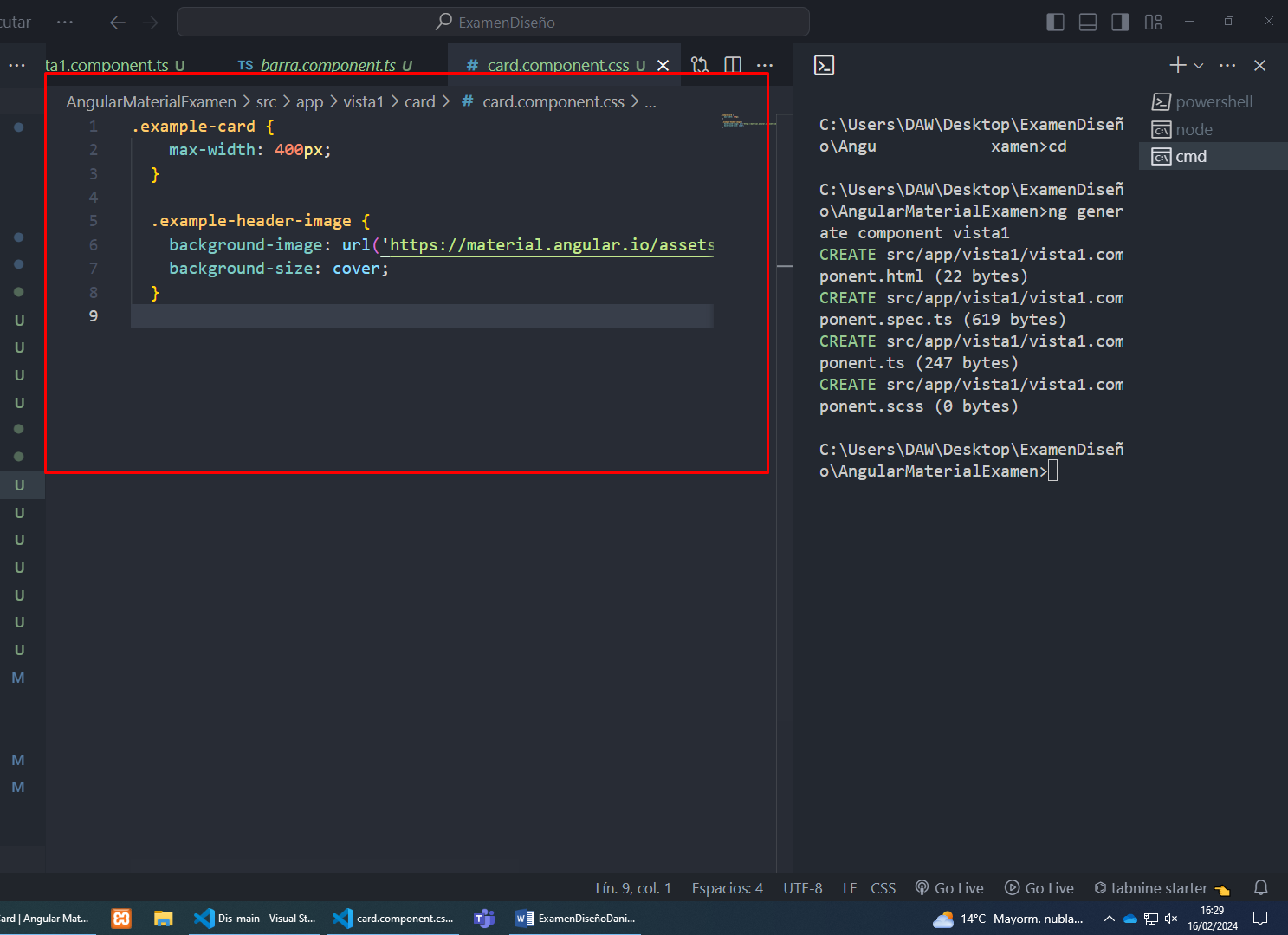


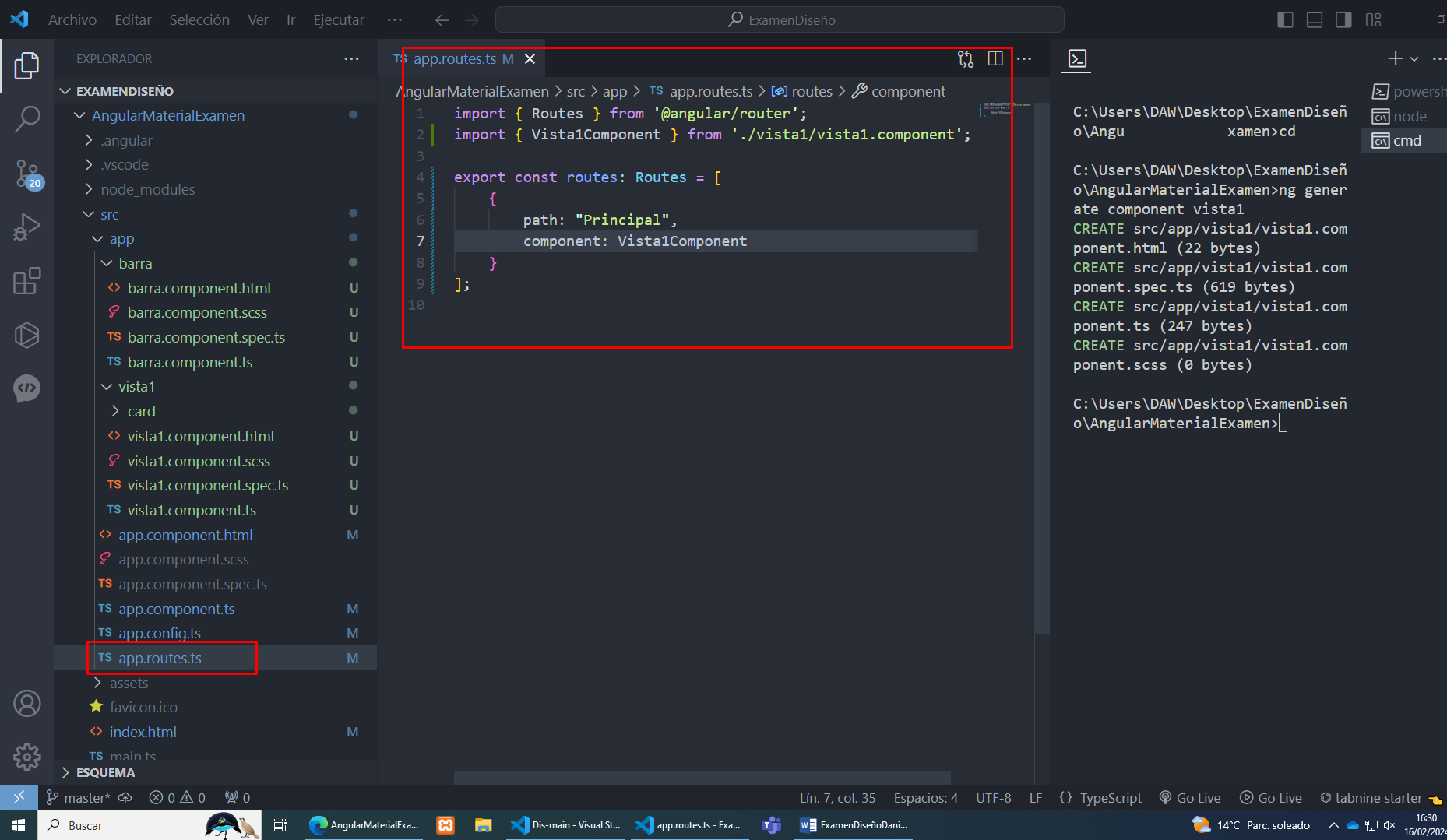


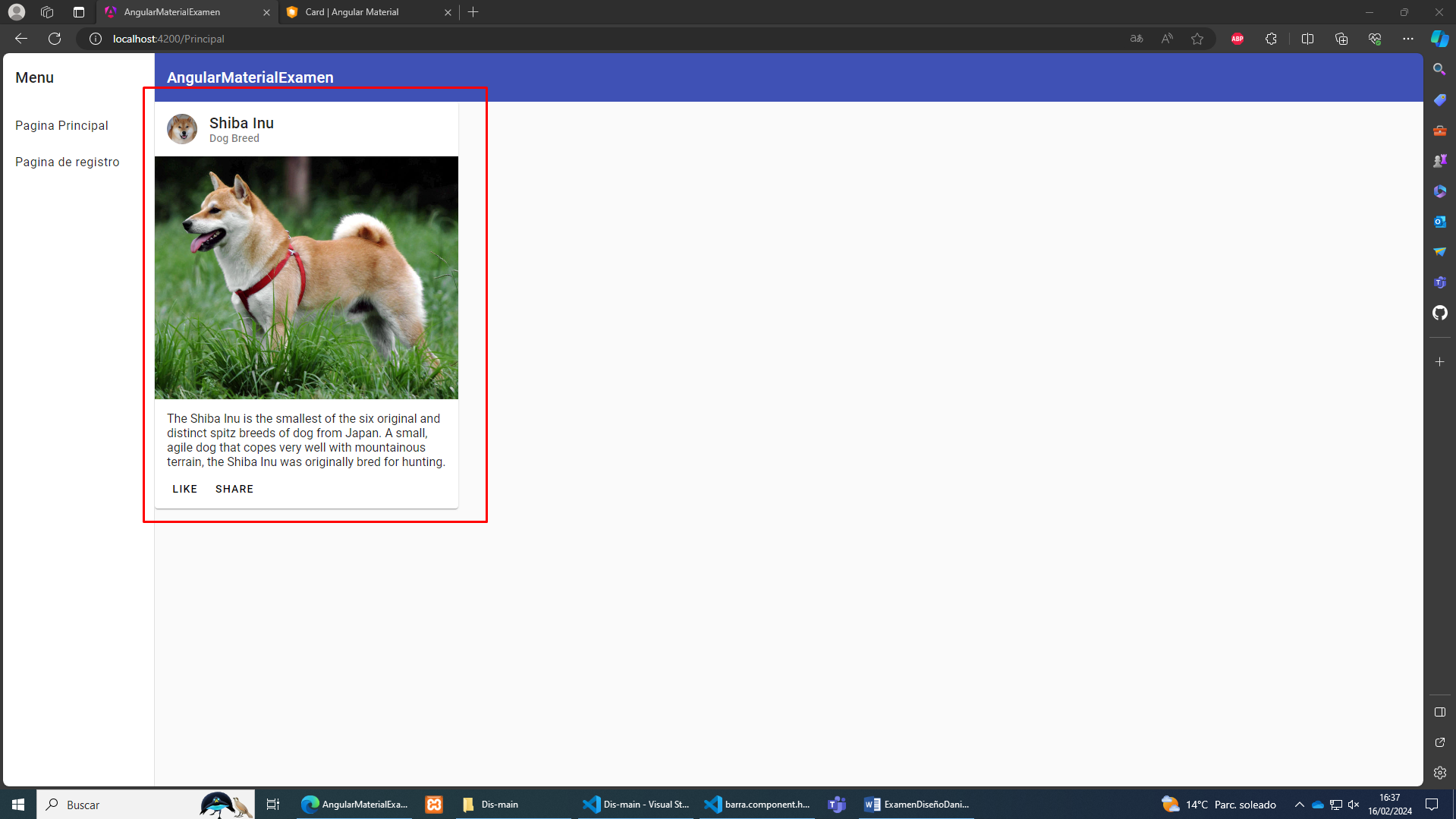
Lo creo manualmente



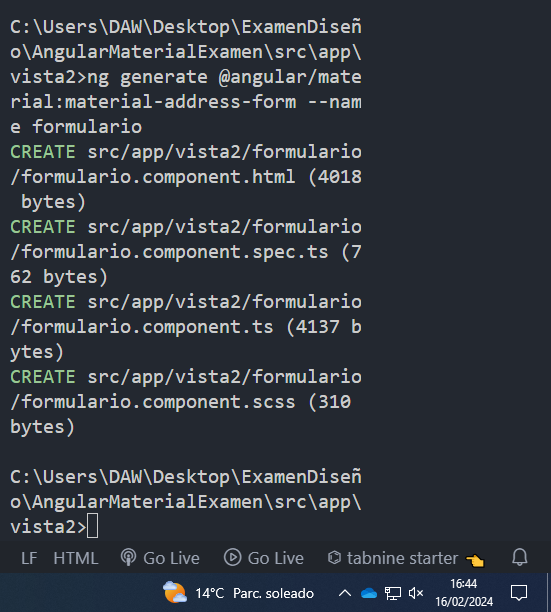


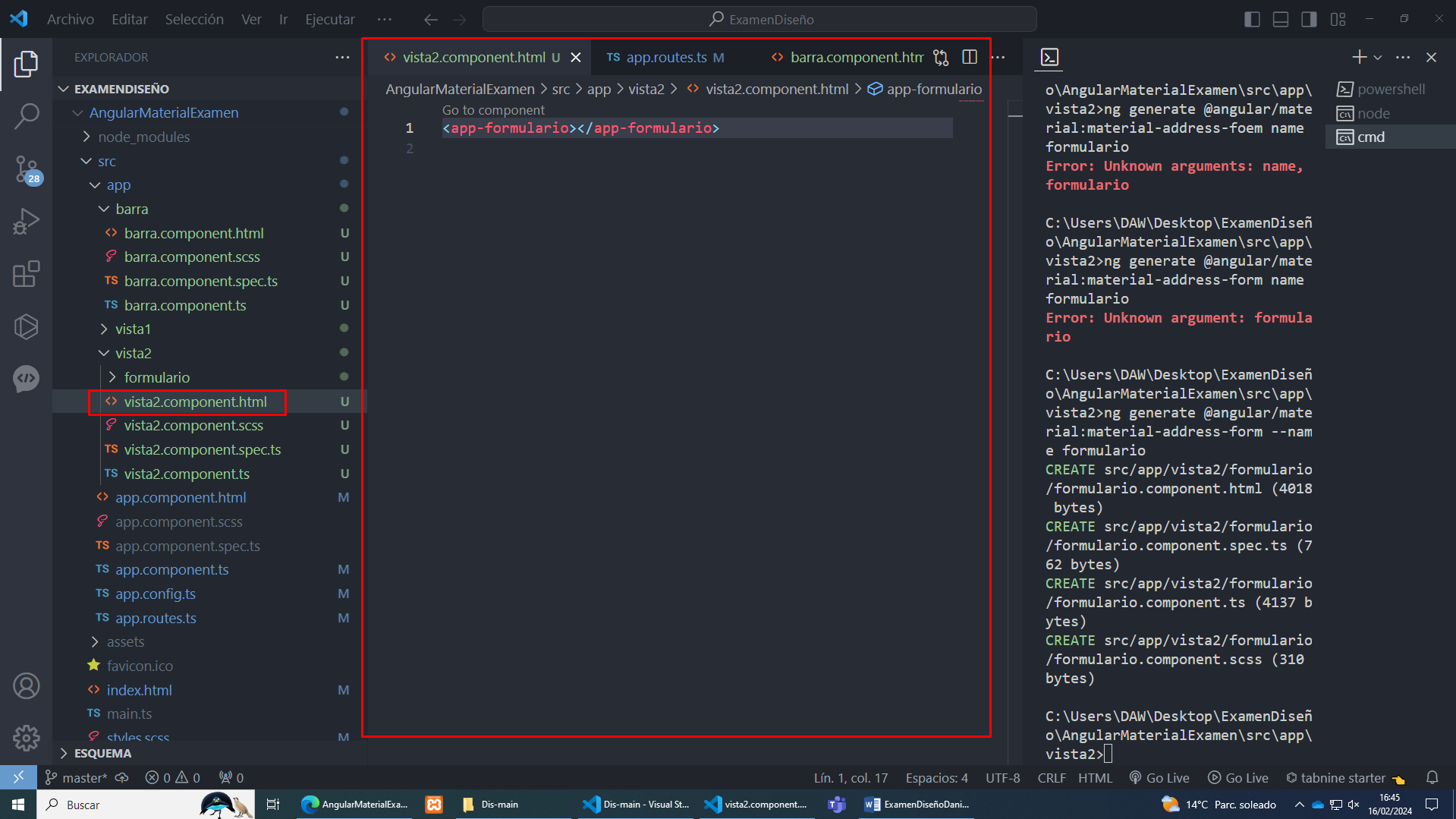


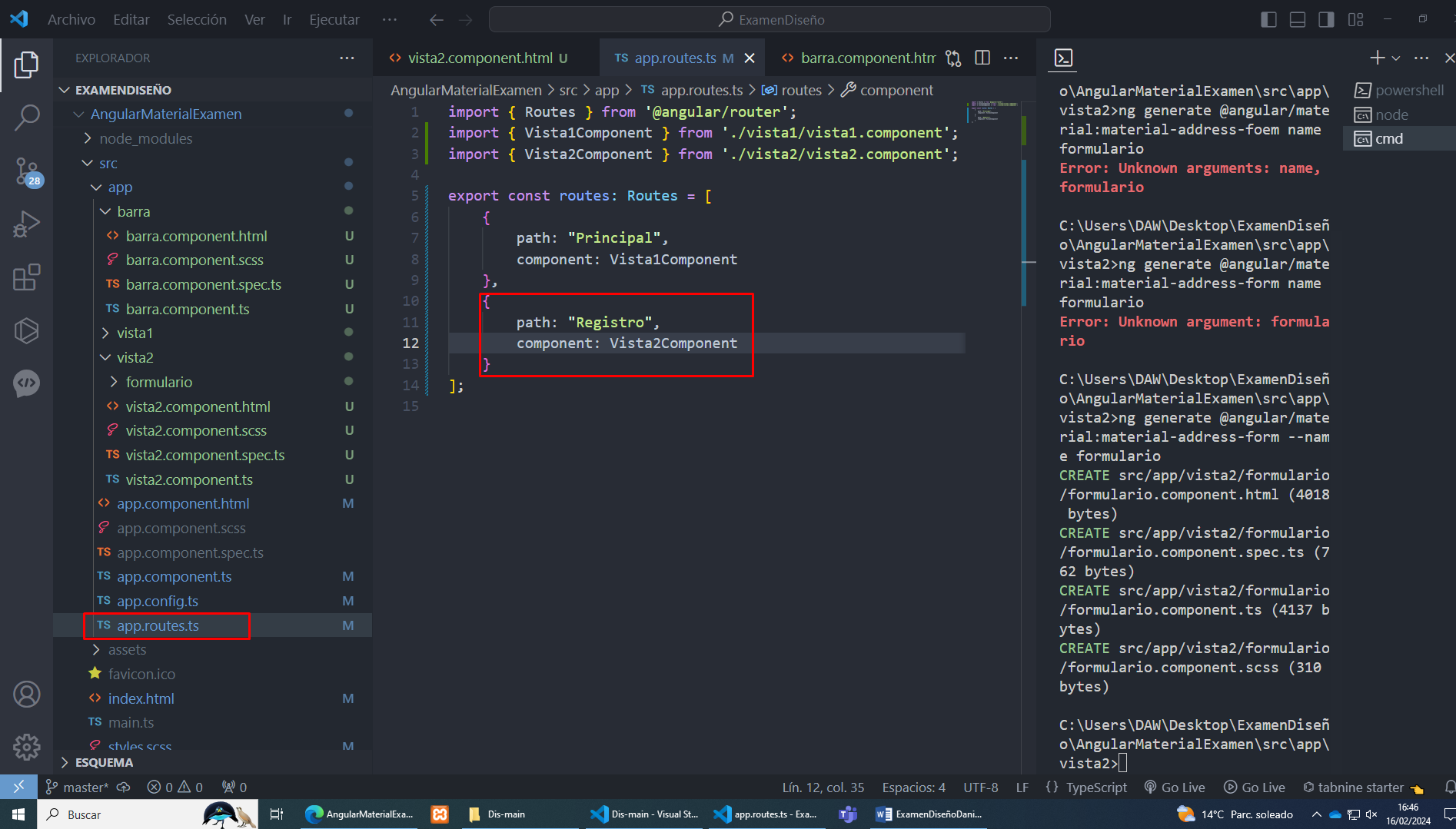




Generamos la segunda vista

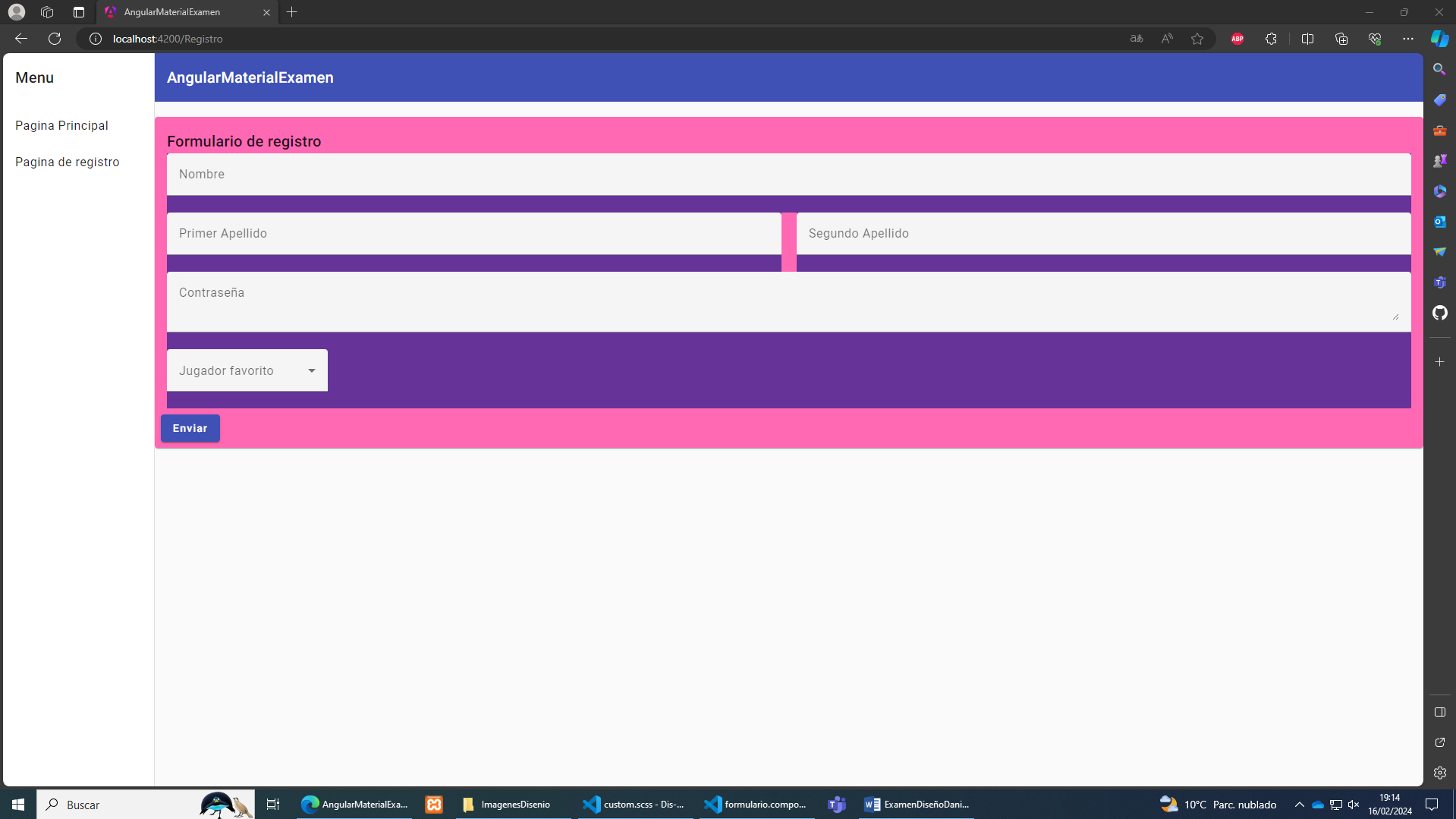


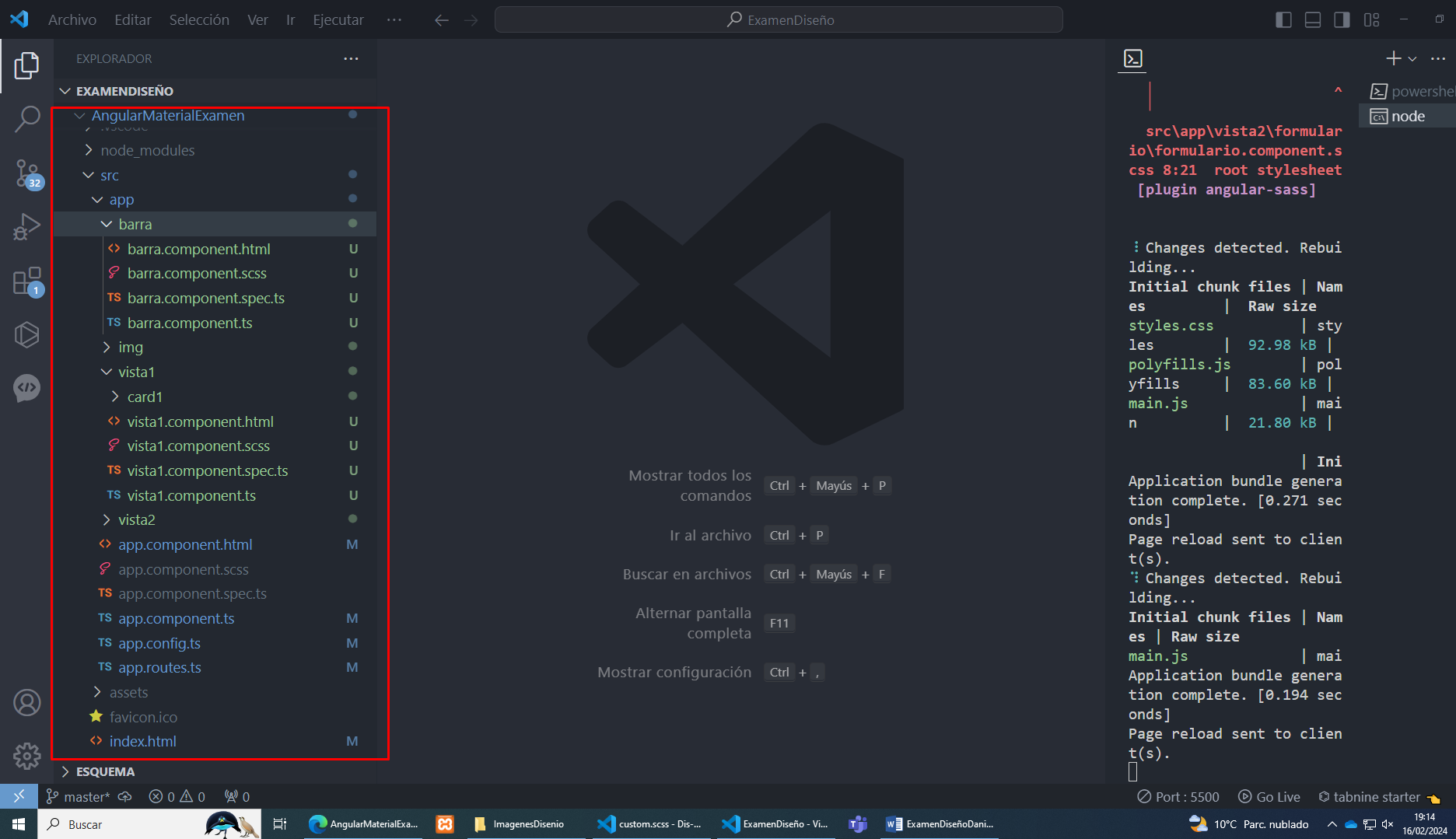


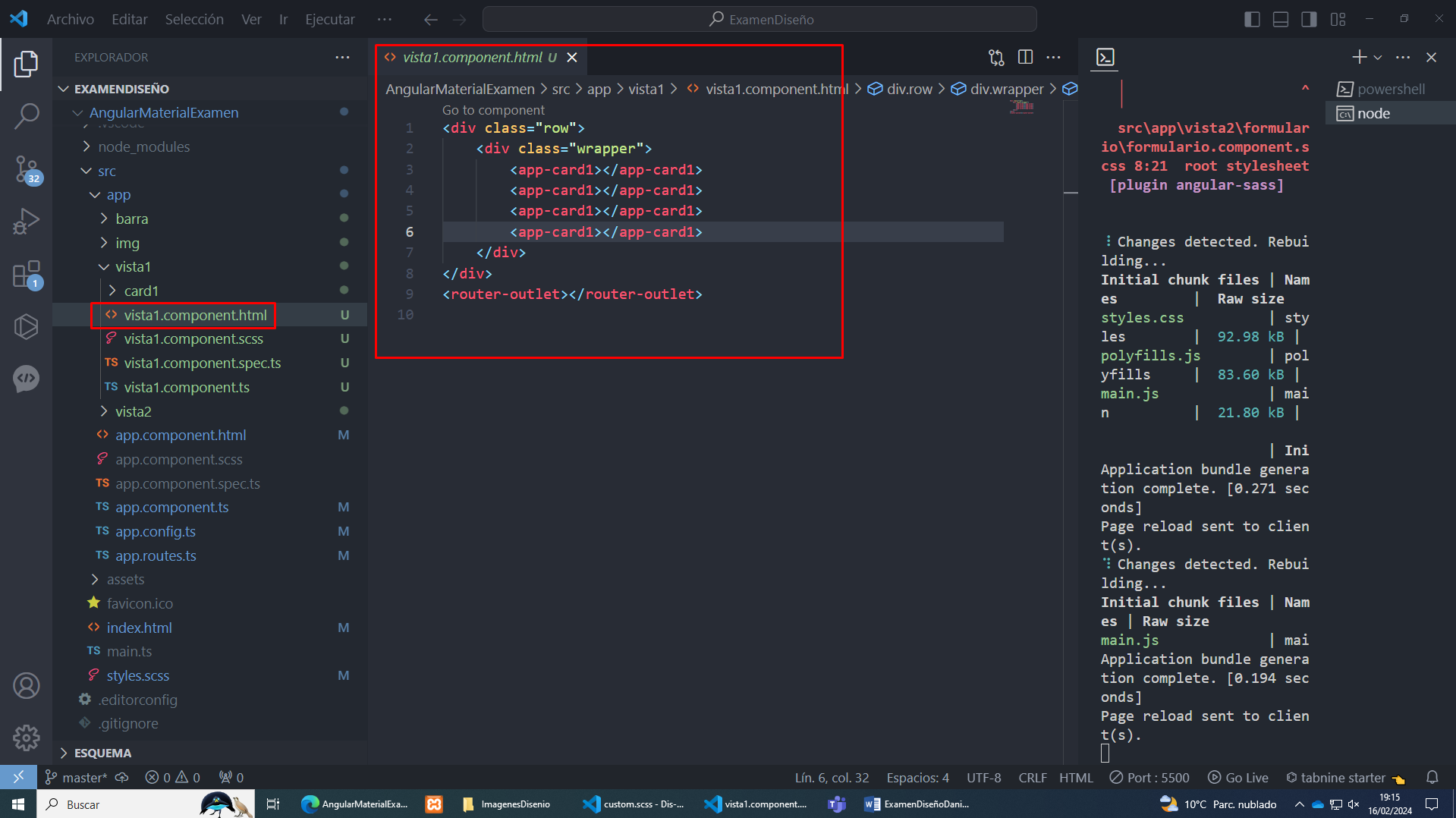


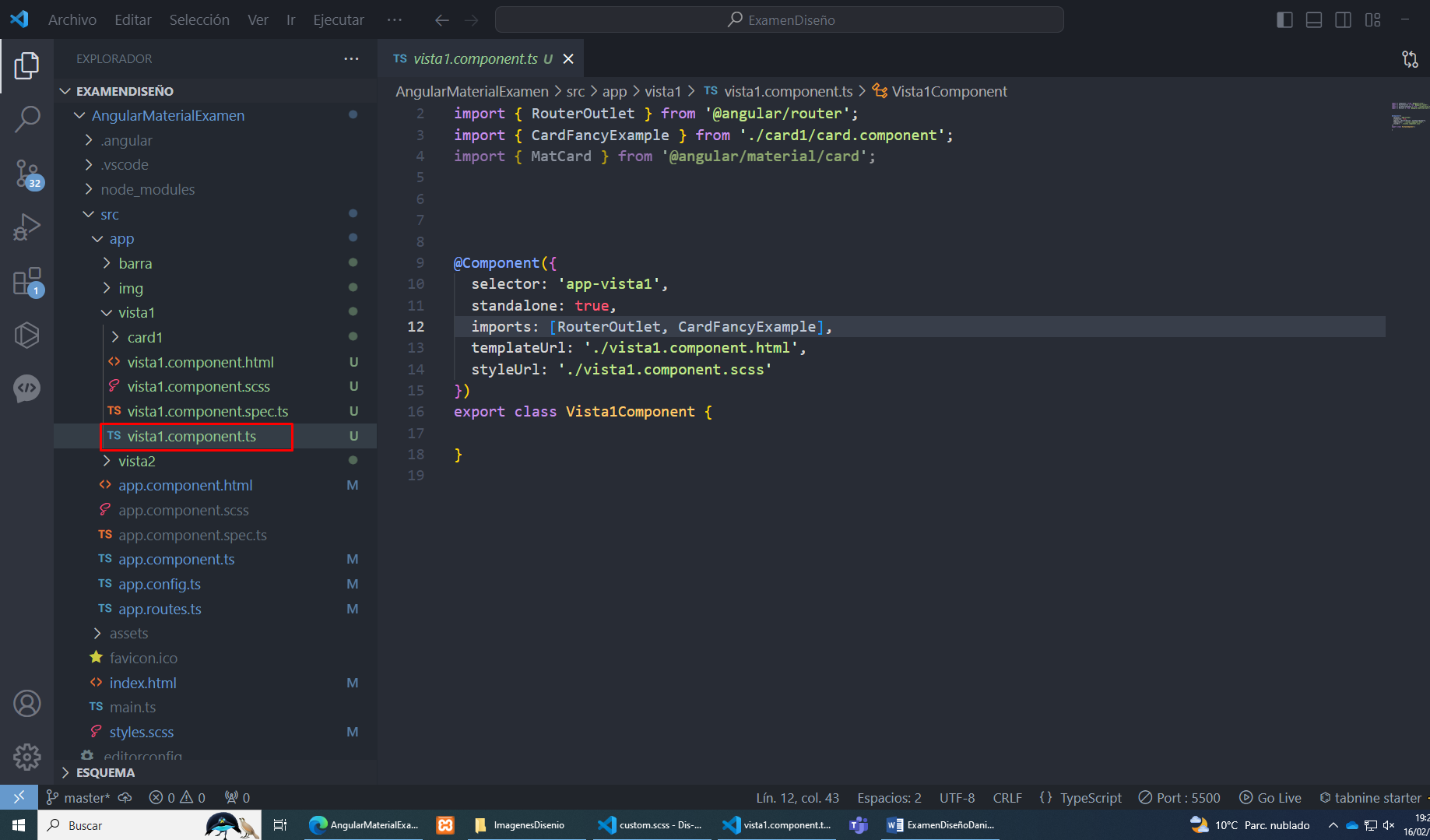
Como queda Angular boostrap al final:

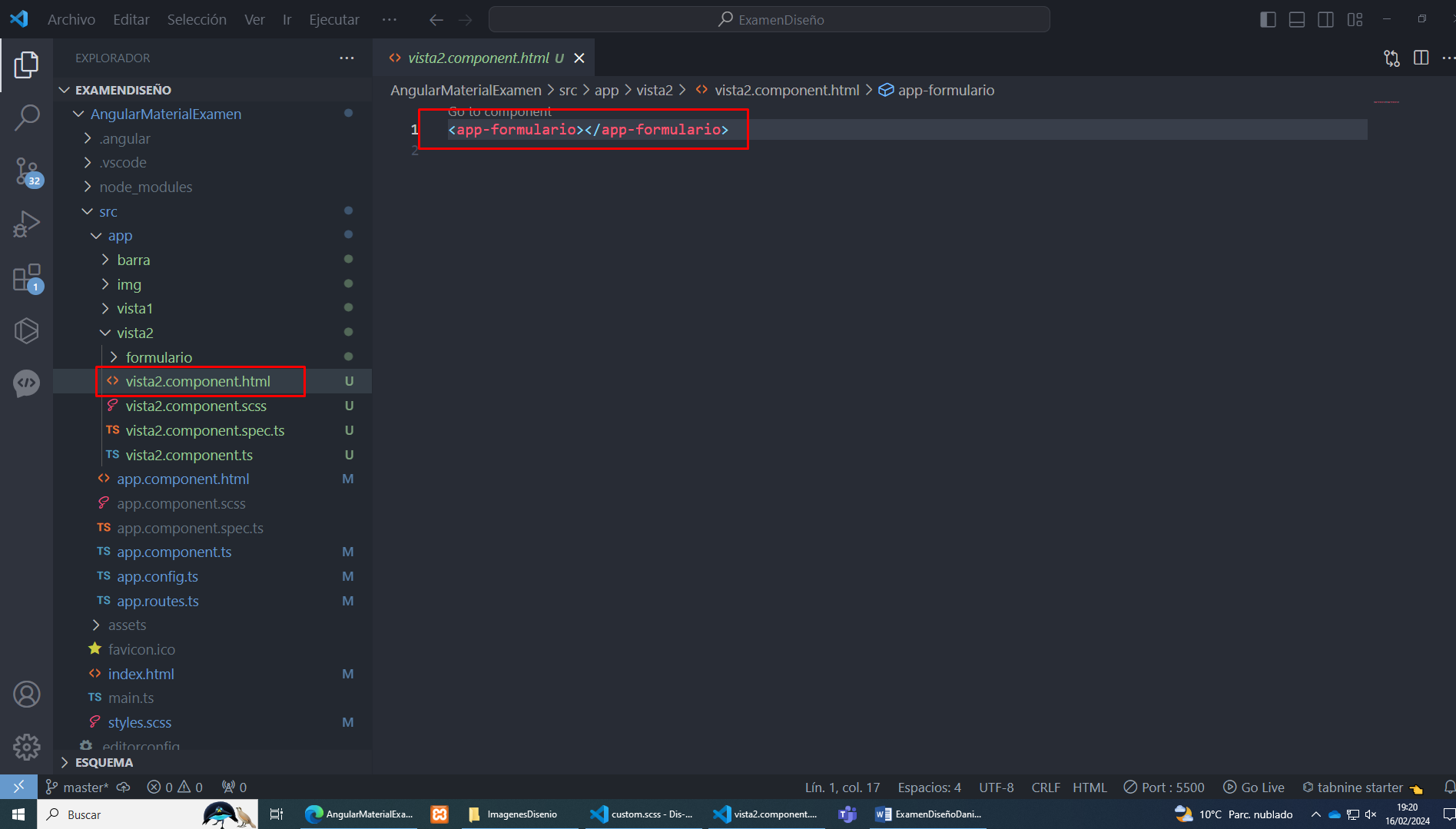




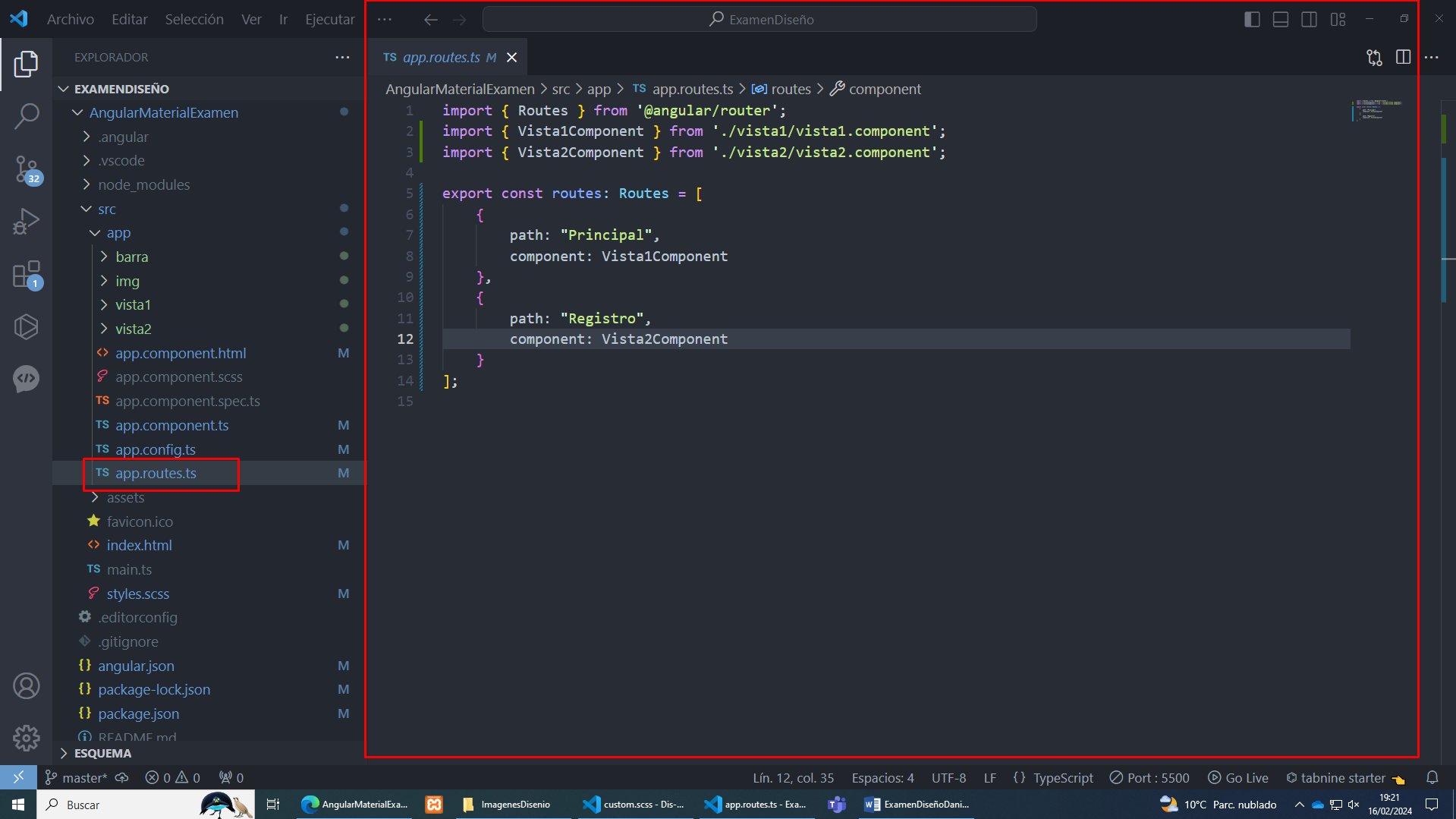






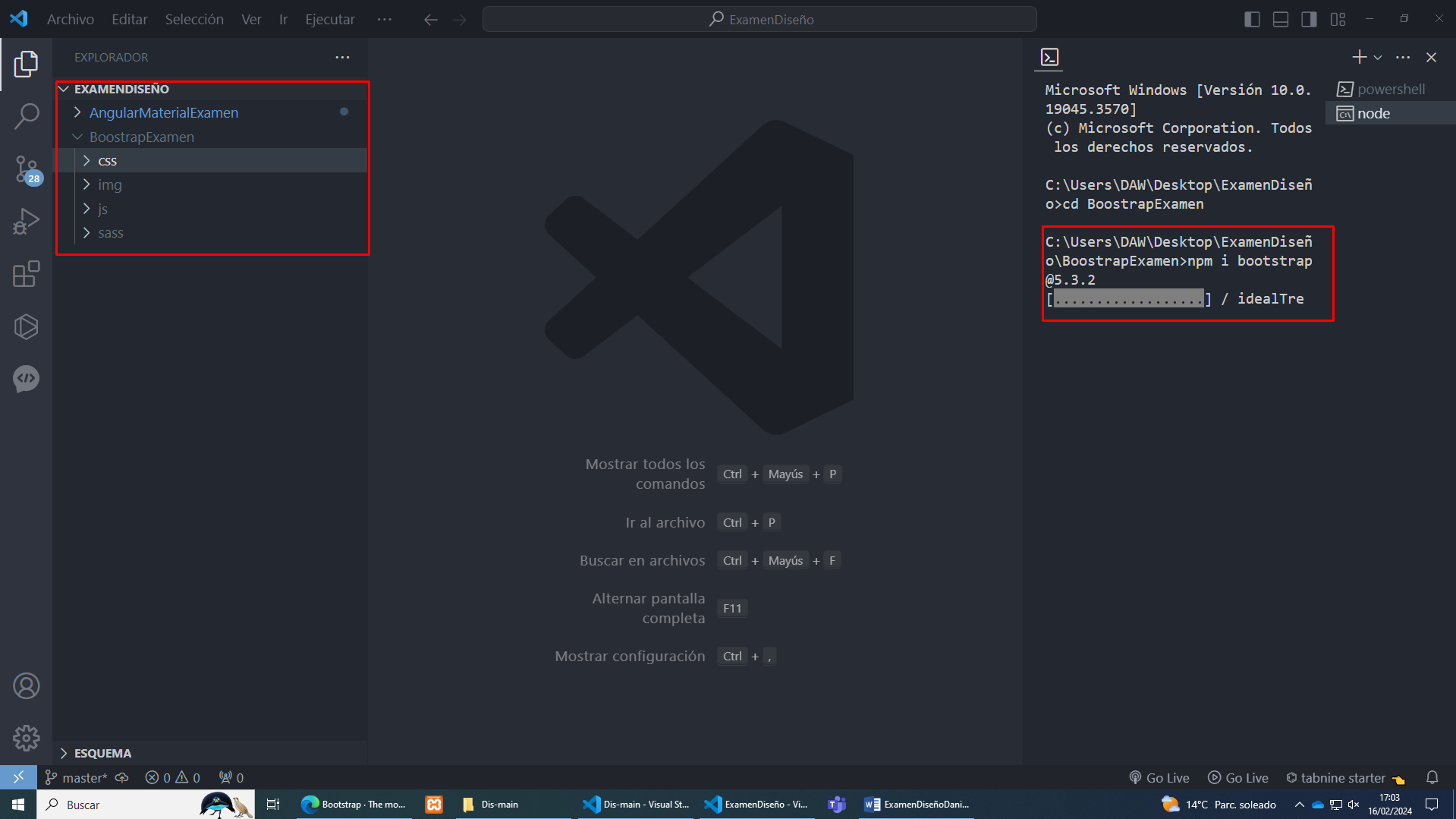


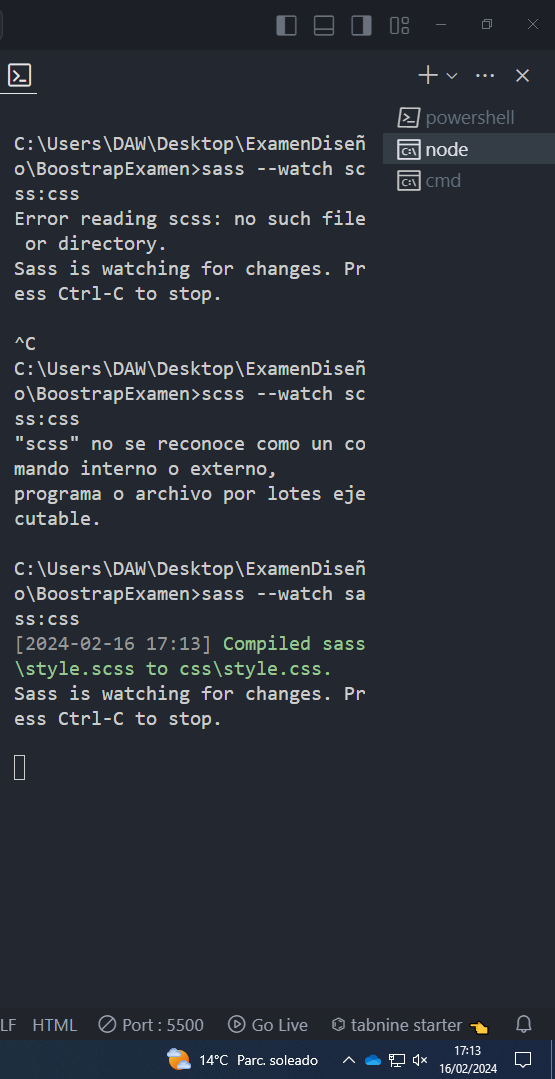




BoostrapSass

Estructura:





Como queda:

