Testing WebSockets

You can use the same <code>TestClient</code> to test WebSockets.

For this, you use the <code>TestClient</code> in a <code>with</code> statement, connecting to the WebSocket:

```
{!../../docs_src/app_testing/tutorial002.py!}
```

!!! note For more details, check Starlette's documentation for testing WebSockets.