

Pass Parameters & Error Handling:

_Host.cshtml

```
<body>

    <component type="typeof(Counter)" render-
mode="ServerPrerendered" param-currentCount ="10" />
    <app>
        <component type="typeof(App)" render-
mode="ServerPrerendered" />
    </app>

    <div id="blazor-error-ui">
        <environment include="Staging,Production">
            An error has occurred. This application may no
longer respond until reloaded.
        </environment>
        <environment include="Development">
            An unhandled exception has occurred. See
browser dev tools for details.
        </environment>
        -----
        -----
        -----
    </div>
</body>
```

NavMenu.Razor

```
<div class="@NavMenuCssClass" @onclick="ToggleNavMenu">
    <ul class="nav flex-column">
        -----
        -----

        <li class="nav-item px-3">
            <NavLink class="nav-link"
href="preventdefault">
                <span class="oi oi-list-rich" aria-
hidden="true"></span> Prevent Default
            </NavLink>
        </li>
    </ul>
</div>
```

PreventDefault.razor

```
@page "/preventdefault"
<p>Press "+" or "-" to change the count</p>
<input value="@count" @onkeypress="@KeyHandler"
@onkeypress:preventDefault/>
```

```
@code {
    int count = 0;
    void KeyHandler(KeyboardEventArgs ev)
    {
        if(ev.Key == "+")
        {
            count++;
        }
        else if(ev.Key == "-")
        {
            count--;
        }
    }
}
```