**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**>

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</body>

**NavMenu.Razor**

<div class="@NavMenuCssClass" **@onclick**="ToggleNavMenu">

<ul class="nav flex-column">

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<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--;

}

}

}