



TOPIC

# Testing di una applicazione Blazor

---

Introduzione a bUnit

# Thanks to our partners





# #CodeGen2023

## @cloudgen\_verona



Dobbiamo implementare (o abbiamo già implementato) una applicazione in Blazor e dobbiamo avere una suite di test automatici il più completa possibile



Who you gonna call?



**bUnit** is a testing library for Blazor Components. Its goal is to make it easy to write comprehensive, stable unit tests. With bUnit, you can:

- Setup and define components under tests using C# or Razor syntax
- Verify outcomes using semantic HTML comparer
- Interact with and inspect components as well as trigger event handlers
- Pass parameters, cascading values and inject services into components under test
- Mock IJSRuntime, Blazor authentication and authorization, and others

<https://bunit.dev>

# Prima di partire...



```
dotnet new xunit -n <NomeProgettoDiTest>
```

```
dotnet add package bunit
```

```
<Project Sdk="Microsoft.NET.Sdk.Razor">
```

```
  <PropertyGroup>
```

```
    <TargetFramework>net7.0</TargetFramework>
```

```
  </PropertyGroup>
```

```
    . . . .
```

```
</Project>
```



```
[Fact]
public void MyComponent_Should_Render_Correctly()
{
    using var ctx = new TestContext();

    var component = ctx.RenderComponent<MyComponent>(parameters =>
    {
        parameters.Add(c => c.Name, "MyComponent");
    });

    component.MarkupMatches("<div><h1>Hello MyComponent</h1></div>");
}
```



```
@inherits TestContext;
```

```
@code {  
    [Fact]  
    public void MyComponent_Should_Render_Correctly()  
    {  
        using var ctx = new TestContext();  
  
        var component = ctx.Render(@<MyComponent Name="MyComponent" />);  
        component.MarkupMatches(@<div><h1>Hello MyComponent</h1></div>);  
    }  
}
```



# Facciamo parlare il codice...

<https://github.com/albx/codegen23-testing-blazor>

# bUnit...what else?!



Testare il trigger dei custom events:

<https://bunit.dev/docs/interaction/trigger-event-handlers.html#triggering-custom-events>

Mocking della classe HttpClient:

<https://bunit.dev/docs/test-doubles/mocking-httpclient.html>

Mocking della classe PersistentComponentState:

<https://bunit.dev/docs/test-doubles/faking-persistentcomponentstate.html>

Mocking dell'interfaccia IWebAssemblyHostEnvironment

<https://bunit.dev/docs/test-doubles/fake-webassemblyhostenvironment.html>

Testing del componente InputFile

<https://bunit.dev/docs/test-doubles/input-file.html>



- <https://bunit.dev/docs/getting-started/index.html>
- <https://blazordev.it/articoli/testing-dei-componenti-blazor-con-bunit/>
- <https://www.ugidotnet.org/articoli/2639/Testare-componenti-Blazor-utilizzando-bUnit>
- [How to create maintainable and testable Blazor components - Egil Hansen - NDC Oslo 2022 - YouTube](#)



**BLAZOR  
DEVELOPER**  
*ITALIANI*

<https://blazordev.it/>

<https://t.me/+peIr3tJOKNBmNTQ8>

# Alberto Mori, chi?!



ALBERTO MORI



@albx87



albx



morialberto



# Thank you

Any questions?



albx



@albx87



morialberto