

<Foo>

<BarSubstitute />

</Foo>

























































































































































































































































































































































































































































































































































































































































Stub a component

Create a replacement

```
@code {
    [Fact]
    public void ShouldHaveBarSubstituteInsteadOfBar()
    {
        // Tell bUnit to replace <Bar /> with BarSubstitute
        ComponentFactories.Add<Bar, BarSubstitute>();

        // Render our component
        IRenderedFragment cut = Render(@<Foo></Foo>);

        // Assert that <Bar /> is not part of the render tree
        cut.HasComponent<Bar>().Should().BeFalse();
        // Assert that <BarSubstitute /> is part of the render tree
        cut.HasComponent<BarSubstitute>().Should().BeTrue();
    }
}
```

<Foo>
 <BarSubstitute />
</Foo>

➤ With ComponentFactories we can tell bUnit to replace <Bar> with a component of our choice

➤ Making setup easier or certain behaviour easier to assert

That's all Folks!