


```
<h1>Counter</h1>
```

```
<p>Current count: @_currentCounter</p>
```

```
<button id="increment-button"  
        class="btn btn-primary"  
        @onclick="IncrementCount">Click me</button>
```

```
@code {  
    private int _currentCounter { get; set; }  
  
    private void IncrementCount()  
    {  
        _currentCounter++;  
    }  
}
```

```
@using AngleSharp.Dom
```

```
@using Bunit
```

```
@using Xunit
```

```
@inherits Bunit.TestContext
```

```
@code {
```

```
    [Fact]
```

```
    public void IncrementCounterByOneWhenButtonClicked()
```

```
    {
```

```
        // Render our component including all lifecycle events
```

```
        var cut = Render(@<Counter />);
```

// Find the button via CSS selector and click it

```
IElement button = cut.Find("button");  
button.Click();
```



Counter - Test

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➤ Like Selenium or Playwright: Get an element via css selector. Find returns as an AngleSharp.Dom.IElement. Super convenient. More later.

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    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
    {
        // Render our component including all lifecycle events
        var cut = Render(@<Counter />);

        // Find the button via CSS selector and click it
        IElement button = cut.Find("button");
        button.Click();

        // Assert the markup
        var pElement = cut.Find("p");
        pElement.MarkupMatches(@<p>Current count: 1</p>);
    }
}
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