

<Foo>

<BarSubstitute />

</Foo>





















































IN





















































































































































































































































































































































































































































Stub a component

The general idea

```
@code {  
    [Fact]  
    public void ShouldNotHaveBarInFoo()  
    {  
        // Tell bUnit to replace <Bar /> with empty markup  
        ComponentFactories.AddStub<Bar>();  
  
        // Render our component  
        IRenderedFragment cut = Render(@<Foo></Foo>);  
  
        // Assert that <Bar /> is not part of the render tree  
        cut.HasComponent<Bar>().Should().BeFalse();  
    }  
}
```

```
<Foo>  
    <BarSubstitute />  
</Foo>
```

➤ With ComponentFactories we can tell bUnit to replace <Bar> with empty markup

Stub a component

Create a replacement

```
<Foo>  
  <BarSubstitute />  
</Foo>
```