





```
<button disabled="@IsDisabled"</pre>
        @onclick="() => ButtonClicked.InvokeAsync()">
    Click Me
</button>
@code {
    [Parameter]
    public bool IsDisabled { get; set; }
    [Parameter]
    public EventCallback ButtonClicked { get; set; }
```

```
[Fact]
public void DontInvokeEventWhenButtonDisabled()
    var buttonClicked = false;
    var cut = Render(@<MyButton</pre>
        IsDisabled="true"
        ButtonClicked="() => buttonClicked = true"/>);
    cut.Find("button").Click();
    buttonClicked.Should().BeFalse();
```

## Conclusion

- Durit gives you the ability to decouple your code from the 3rd party code
- Don't test 3rd party code That includes Blazor itself

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## Resources

- bUnit repository: <a href="https://github.com/bUnit-dev/bUnit">https://github.com/bUnit-dev/bUnit</a>
- Documentation: <a href="https://bunit.dev/">https://bunit.dev/</a>
- Starter Tutorial: <a href="https://steven-giesel.com/">https://steven-giesel.com/</a>



