```
<h1>Counter</h1>

<p class="some-text">Current count: @CurrentCounter</p>

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

@code {
    [Parameter]
    public int CurrentCounter { get; set; }

    private void IncrementCount()
    {
        CurrentCounter++;
    }
}
```

```
@code {
    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
    {
        // Render our component including all lifecycle events
        var cut = Render(@<Counter CurrentCount="5" />);

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

        // Assert the markup
        var pElement = cut.Find(".some-text");
        pElement.MarkupMatches(@<p style:ignore>Current count: 6</p>);
        pElement.TextContent.Should().Be("Current count: 6");
    }
}
```

Counter with Parameter

```
@code {
    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
    {
        // Render our component including all lifecycle events
        var cut = Render(@<Counter CurrentCount="5" />);

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

        // Assert the markup
        var pElement = cut.Find(".some-text");
        pElement.MarkupMatches(@<p style:ignore>Current count: 6</p>);
        pElement.TextContent.Should().Be("Current count: 6");
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```

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    }
}
```

Counter with Parameter

```
@code {
    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
    {
        // Render our component including all lifecycle events
        var cut = Render(@<Counter CurrentCount="5" />);

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

        // Assert the markup
        var pElement = cut.Find(".some-text");
        pElement.MarkupMatches(@<p style:ignore>Current count: 6</p>);
        pElement.TextContent.Should().Be("Current count: 6”);
    }
}
```

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```

- Super convenient way of passing parameters, CascadingParameters, Events, …