The test

Counter - Test

```
@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 />);
```

```
<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++;
    }
}
```

▶ Render the component via Blazor pipeline including all lifecycle events

▶ We can use the razor notation to create our component