```
<h1>Counter</h1>

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

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        class="btn btn-primary"
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@code {
    private int _currentCounter { get; set; }

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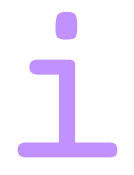
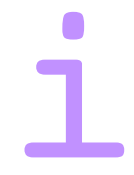
```


B





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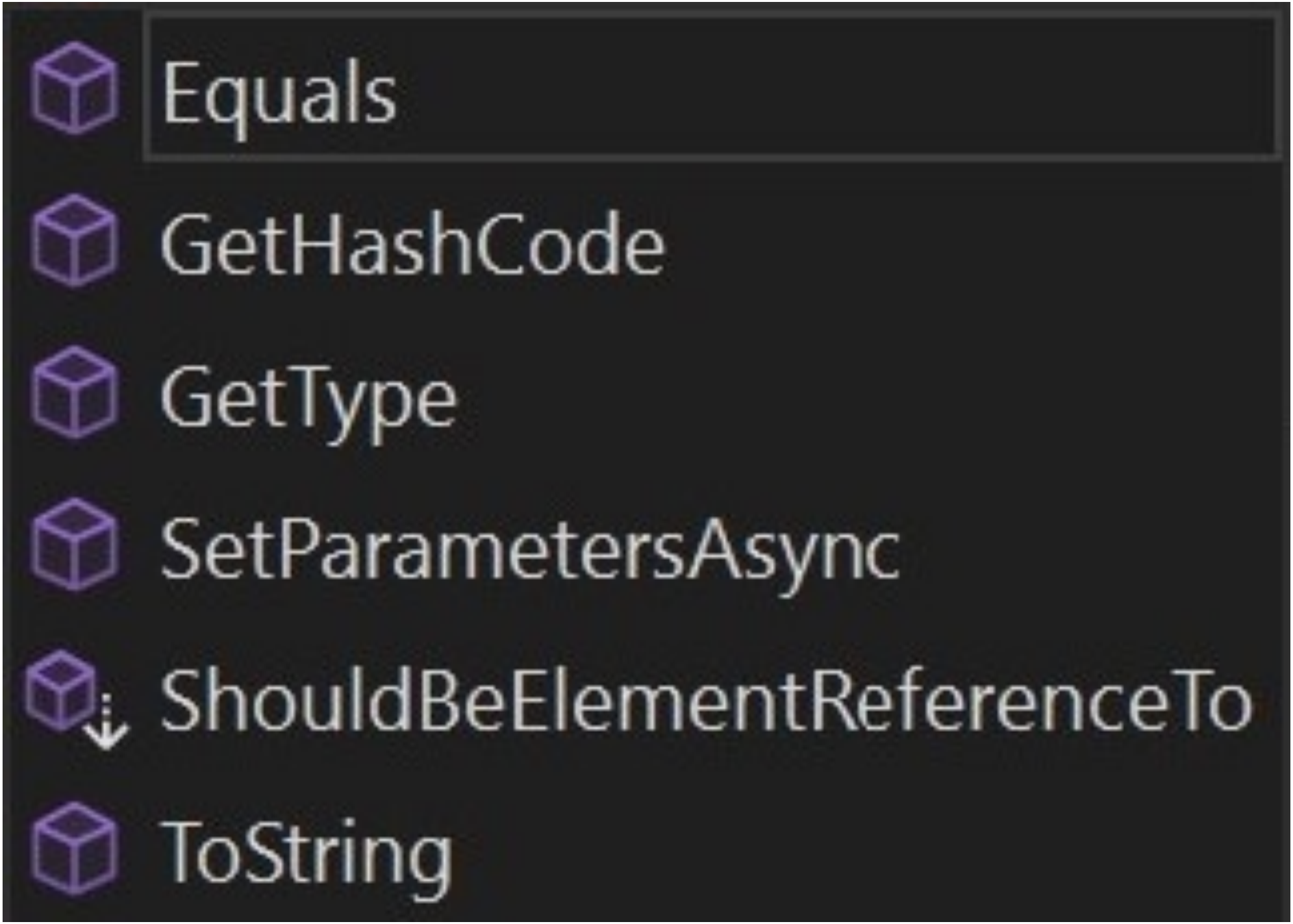
Equals
GetHashCode
GetType
SetParametersAsync
ShouldBeElementReferenceTo
ToString

```
@using Bunit
```

```
@using bUnit.Tutorial
```

```
@using Xunit
```

```
@inherits TestContext
```

@code {

[Fact]

```
public void SomeTest()
```

```
var cut = new Counter();
```

cut.

Counter - Why bUnit

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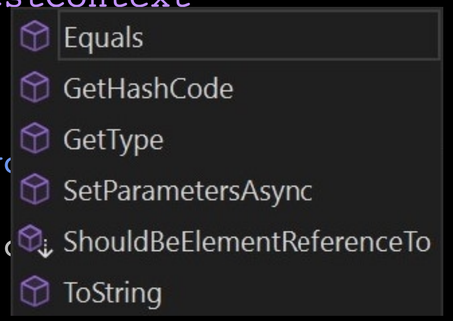


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- Every Blazor component can be simply created via new()
  but component doesn't know how to render itself
- Does not help as only SetParametersAsync is exposed, the rest comes from System.Object
- Does not help with life cycle events

Counter - Why bUnit

```
@using Bunit
@using bUnit.Tutorial
@using Xunit

@inherits TestContext

@code {
    [Fact]
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