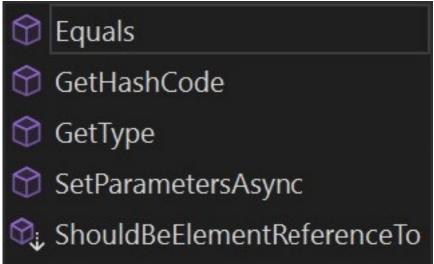
```
<h1>Counter</h1>
Current count: @ currentCounter
<button id="increment-button"</pre>
        class="btn btn-primary"
        @onclick="IncrementCount">Click me</button>
@code {
    private int currentCounter { get; set; }
    private void IncrementCount()
        currentCounter++;
```

```
Qusing Bunit
Qusing bUnit.Tutorial
@using Xunit
@inherits TestContext
@code {
    [Fact]
    public void SomeTest()
        var cut = new Counter();
        cut.
```





ToString

## Counter - Why bUnit

- 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

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