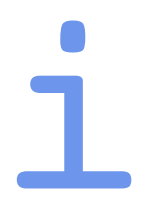
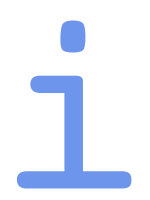
```
<Foo>
    <BarSubstitute />
</Foo>
```



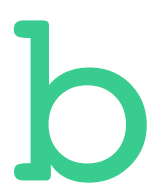


H

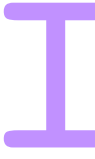
B

B

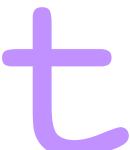
A



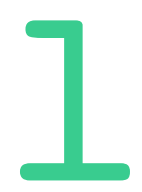
B



R



B



B

Stub a component

The general idea

```
@code {
    [Fact]
    public void ShouldNotHaveBarInFoo()
    {
        // Tell bUnit to replace <Bar /> with empty markup
        ComponentFactories.AddStub<Bar>();

        // Render our component
        IRenderedFragment cut = Render(@<Foo></Foo>);

        // Assert that <Bar /> is not part of the render tree
        cut.HasComponent<Bar>().Should().BeFalse();
    }
}
```

```
<Foo>
    <BarSubstitute />
</Foo>
```

- With ComponentFactories we can tell bUnit to replace <Bar> with empty markup

Stub a component

Create a replacement

```
<Foo>
    <BarSubstitute />
</Foo>
```