


```
<Project Sdk="Microsoft.NET.Sdk
```

```
  <PropertyGroup>
```

```
    <TargetFramework>net7.0</TargetFramework>
```

```
    <ImplicitUsings>enable</ImplicitUsings>
```

```
    <Nullable>enable</Nullable>
```

```
    <IsPackable>>false</IsPackable>
```

```
  </PropertyGroup>
```

```
  <ItemGroup>
```

```
    <PackageReference Include="Microsoft.NET.Test.Sdk" Version="17.1.0" />
```

```
    <PackageReference Include="xunit" Version="2.4.1" />
```

```
    <PackageReference Include="xunit.runner.visualstudio" Version="2.4.3">
```

```
      <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
```

```
      <PrivateAssets>all</PrivateAssets>
```

```
    </PackageReference>
```

```
    <PackageReference Include="coverlet.collector" Version="3.1.2">
```

```
      <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
```

```
      <PrivateAssets>all</PrivateAssets>
```

```
    </PackageReference>
```

</ItemGroup>

</Project>





2













R













in















u





































































<PackageReference Include="bunit" Version="1.9.8" />

Setup - Razor


```
<Project Sdk="Microsoft.NET.Sdk.Razor">


  <PropertyGroup>
    <TargetFramework>net7.0</TargetFramework>
    <ImplicitUsings>enable</ImplicitUsings>
    <Nullable>enable</Nullable>
    <IsPackable>>false</IsPackable>
  </PropertyGroup>

  <ItemGroup>
    <PackageReference Include="Microsoft.NET.Test.Sdk" Version="17.1.0" />
    <PackageReference Include="xunit" Version="2.4.1" />
    <PackageReference Include="xunit.runner.visualstudio" Version="2.4.3">
      <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
      <PrivateAssets>all</PrivateAssets>
    </PackageReference>
    <PackageReference Include="coverlet.collector" Version="3.1.2">
      <IncludeAssets>runtime; build; native; contentfiles; analyzers; buildtransitive</IncludeAssets>
      <PrivateAssets>all</PrivateAssets>
    </PackageReference>
    <PackageReference Include="bunit" Version="1.9.8" />
  </ItemGroup>

</Project>
```

 Home

 Counter

 Fetch data

Counter

Current count: 0

Click me

Counter

