

# Counter

```
@using Bunit
@using Xunit
```

```
@inherits TestContext
```

```
@code {
    [Fact]
    public void SomeTest()
    {
    }
}
```

```
<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;

    private void IncrementCount()
    {
        _currentCounter++;
    }
}
```

➤ Tests are written in razor syntax

# Counter

```
@using Bunit
@using Xunit

@inherits TestContext

@code {
    [Fact]
    public void SomeTest()
    {
    }
}
```

```
<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;

    private void IncrementCount()
    {
        _currentCounter++;
    }
}
```

➤ Imports for **bUnit**, the testing framework, ...