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 { get; set; }

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

❯ TestContext is from bUnit which brings the functionality

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❯ We can write our unit tests as we used to (including a nice twist)