

# Why not Selenium / Playwright?

- They are slow!
- Expensive to build and maintain!
- They are not unit test frameworks. They are meant for e2e tests.



A screenshot of a test runner interface, likely TestNG or JUnit, showing a list of tests and their durations. The interface is tilted at an angle. The table has two columns: 'Test' and 'Duration'. The tests listed are:

| Test  | Duration |
|---|----------|
| Test  |          |
| ▶ AboutMePageTests (3)  | 119 ms   |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should... | 22 ms    |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should... | 92 ms    |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should... | 5 ms     |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should... | 24 ms    |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should... | 335 ms   |
| ▶ AccessControlTests (4)  | 4 ms     |
| ▶ AddProfileShortItemTests (5)  | 16 ms    |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh... | 315 ms   |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh... | 3 ms     |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh... | 3 ms     |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh... | 309 ms   |
| ▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh... | 31 ms    |
| ▶ AddSkillDialogTests (1)   |          |

# Setup - Razor

```
<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="17.3.0" />
    <PackageReference Include="xunit" Version="2.4.2" />
    <PackageReference Include="xunit.runner.visualstudio" Version="2.4.5">
      <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>
```