

**Why @ bUnit?**

# Counter - Why bUnit

```
@using Bunit
@using bUnit.Tutorial
@using Xunit

@inherits TestContext

@code {
    [Fact]
    public void SomeTest()
    {
        var cut = new Counter();
        cut.
    }
}
```

```
<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++;
    }
}
```