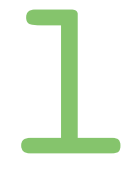
```
<h1>Counter</h1>

<p

<button id="increment-button"
        class="btn btn-primary"
        @onclick="IncrementCount">Click me</button>

@code {
    private int _currentCounter;

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

```
@using AngleSharp.Dom
@using Bunit
@using Xunit

@inherits Bunit.TestContext

@code {
    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
    {
        // Render our component including all lifecycle events
        var cut = Render(@<Counter />);
```

```
// Find the button via CSS selector and click it
IElement button = cut.Find(
button.Click();
```

```
        // Assert the markup
        var pElement = cut.Find("
        pElement.MarkupMatches(@<p
    }
}
```

```
>Current count: @_currentCounter</p>
```



```
>Current count: 1</p>);
```

style

class="some-text"

"button");

```
"#increment-button");
```

p″) ;

.some-text");

style:ignore

Counter - Test

```
@using AngleSharp.Dom
@using Bunit
@using Xunit

@inherits Bunit.TestContext

@code {
    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
    {
        // Render our component including all lifecycle events
        var cut = Render(@<Counter />);
        // Find the button via CSS selector and click it
        IElement button = cut.Find("#increment-button");
        button.Click();
        // Assert the markup
        var pElement = cut.Find(".some-text");
        pElement.MarkupMatches(@<p style:ignore>Current count: 1</p>);
    }
}
```

```
<h1>Counter</h1>

<p class="some-text">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++;
    }
}
```

- We can use any css selector - making our test more stable
- style:ignore helps us to ignore the “styling” aspect

I don’t care about the markup?

Using AngleSharp