

# 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("button");
        button.Click();
    }
}
```

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

➤ Like Selenium or Playwright: Get an element via css selector. Find returns as an AngleSharp.Dom.IElement. Super convenient. More later.

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

        // Assert the markup
        var pElement = cut.Find("p");
        pElement.MarkupMatches(@<p>Current count: 1</p>);
    }
}
```

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

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 Compare the markup