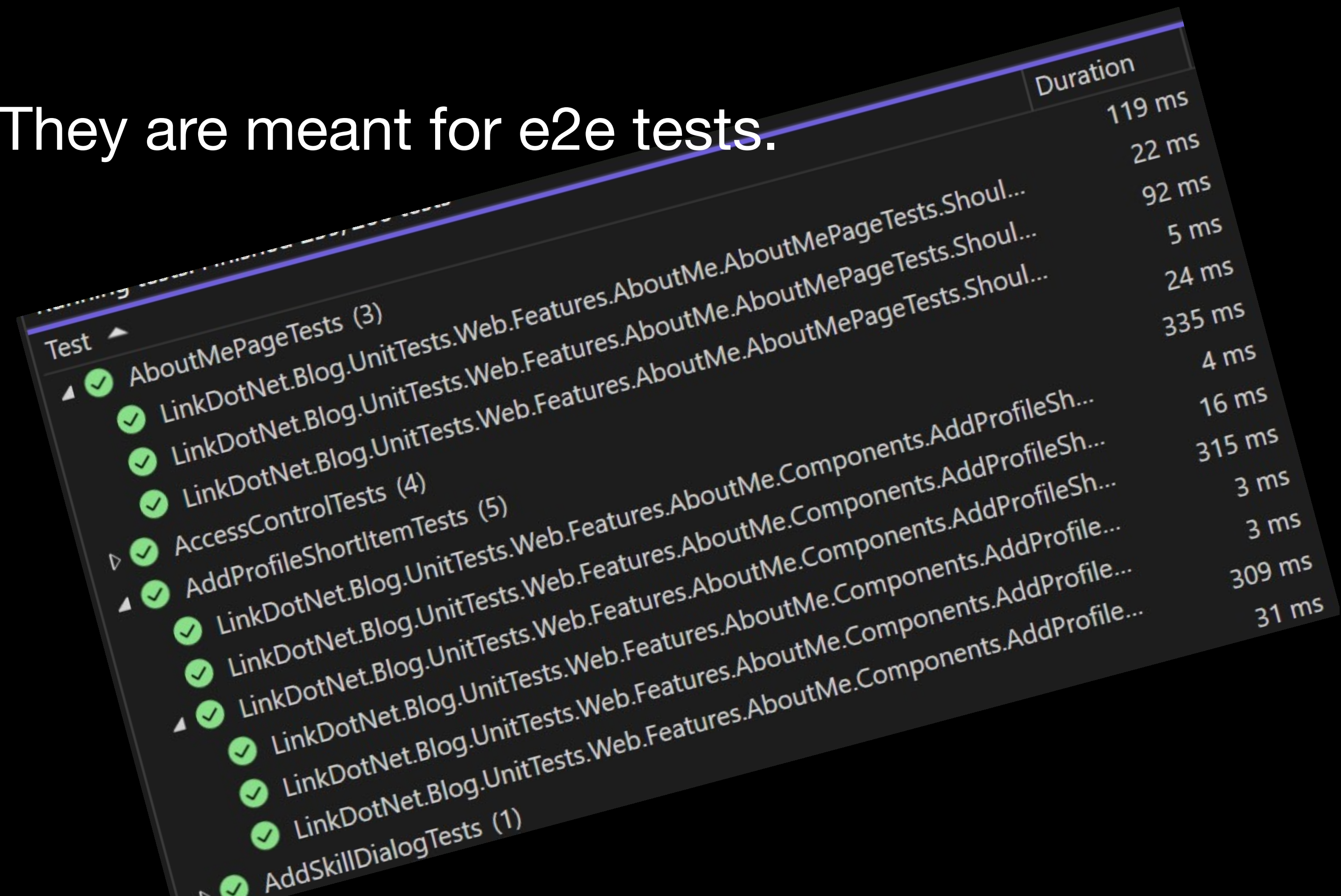


# Why not Selenium / Playwright?

- 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 Test Explorer in Visual Studio, 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 are listed with green checkmarks indicating they passed. The durations are in milliseconds (ms).

Test	Duration
Test	
▲ AboutMePageTests (3)	119 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Shoul...	22 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Shoul...	92 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Shoul...	5 ms
▶ AccessControlTests (4)	24 ms
✓ AddProfileShortItemTests (5)	335 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	4 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	16 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	315 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfile...	3 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfile...	3 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfile...	309 ms
✓ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfile...	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="17.1.0" />
    <PackageReference Include="xunit" Version="2.4.1" />
    <PackageReference Include="xunit.runner.visualstudio" Version="2.4.3">
      <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>
```