

<Foo>

<BarSubstitute />

</Foo>

























































































































































































































































































































































































































































































































































































































































Stub a component

Create a replacement

```
@code {  
    [Fact]  
    public void ShouldHaveBarSubstituteInsteadOfBar()  
    {  
        // Tell bUnit to replace <Bar /> with BarSubstitute  
        ComponentFactories.Add<Bar, BarSubstitute>();  
  
        // Render our component  
        IRenderedFragment cut = Render(@<Foo></Foo>);  
  
        // Assert that <Bar /> is not part of the render tree  
        cut.HasComponent<Bar>().Should().BeFalse();  
        // Assert that <BarSubstitute /> is part of the render tree  
        cut.HasComponent<BarSubstitute>().Should().BeTrue();  
    }  
}
```

<Foo>
 <BarSubstitute />
</Foo>

➤ With ComponentFactories we can tell bUnit to replace <Bar> with a component of our choice

➤ Making setup easier or certain behaviour easier to assert

That's all Folks!