

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 TestNG or JUnit, 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 listed are:

Test	Duration
Test	
▶ AboutMePageTests (3)	119 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should...	22 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should...	92 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should...	5 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should...	24 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.AboutMePageTests.Should...	335 ms
▶ AccessControlTests (4)	4 ms
▶ AddProfileShortItemTests (5)	16 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	315 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	3 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	3 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	309 ms
▶ LinkDotNet.Blog.UnitTests.Web.Features.AboutMe.Components.AddProfileSh...	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="17.3.0" />
    <PackageReference Include="xunit" Version="2.4.2" />
    <PackageReference Include="xunit.runner.visualstudio" Version="2.4.5">
      <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>
```