



```
<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 { get; set; }  
  
    private void IncrementCount()  
    {  
        _currentCounter++;  
    }  
}
```





































































































































































































































Equals



GetHashCode



GetType



SetParametersAsync



ShouldBeElementReferenceTo



ToString



@using Built

@visitingbunt.it . It's all

@using Xunit

@inherits TestController

@code{ }

[Frac]

public void setNameTest()





```
var cnt = new Counter();
```

चित्तः

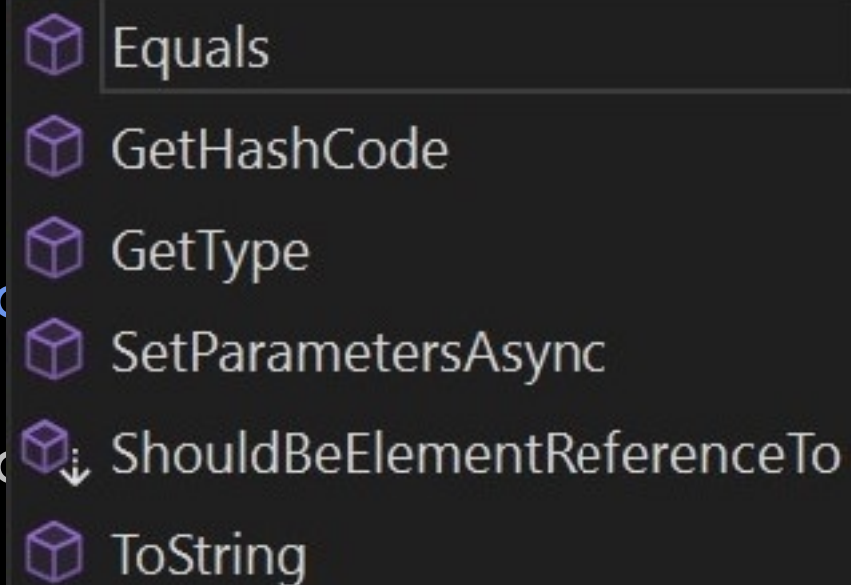


# Counter - Why bUnit

```
@using Bunit
@using bUnit.Tutorial
@using Xunit
```

```
@inherits TestContext
```

```
@code {
    [Fact]
    public void
    {
        var c
        cut.
    }
}
```



```
<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 { get; set; }

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

- Every Blazor component can be simply created via new() but component doesn't know how to render itself
- Does not help as only SetParametersAsync is exposed, the rest comes from System.Object
- Does not help with life cycle events

# Counter - Why bUnit

```
@using Bunit
@using bUnit.Tutorial
@using Xunit

@inherits TestContext

@code {
    [Fact]
    public void SomeTest()
    {
        var cut = new Counter();
        cut.
    }
}
```

```
<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 { get; set; }

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