

```
<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>
```

<Project Sdk="Microsoft.NET.Sdk"</pre>

</ItemGroup> </Project>



















































































































<PackageReference Include="bunit" Version="1.9.8" />

Setup - Razor

</Project>

```
<Project Sdk="Microsoft.NET.Sdk.Razor">
   <PropertyGroup>
        <TargetFramework>net7.0</TargetFramework>
        <ImplicitUsings>enable</ImplicitUsings>
        <Nullable>enable</Nullable>
        <IsPackable>false/IsPackable>
   <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>
        <PackageReference Include="bunit" Version="1.9.8" />
    </ItemGroup>
```

BlazorApp1



Home



Counter



Fetch data

Counter

Current count: 0



