

```
<h1>Counter</h1>
<button id="increment-button"</pre>
        class="btn btn-primary"
        @onclick="IncrementCount">Click me</button>
@code {
    private int currentCounter { get; set; }
    private void IncrementCount()
        currentCounter++;
```

```
@using AngleSharp.Dom
@using Bunit
@using Xunit
@inherits Bunit.TestContext
@code {
    [Fact]
    public void IncrementCounterByOneWhenButtonClicked()
        // Render our component including all lifecycle events
        var cut = Render(@<Counter />);
```

```
// Find the button via CSS selector and click it
IElement button = cut.Find(
button.Click();
```

```
// Assert the markup
var pElement = cut.Find("
pElement.MarkupMatches(@<p
```

## >Current count: @ currentCounter



























































































```
>Current count: 1);
```











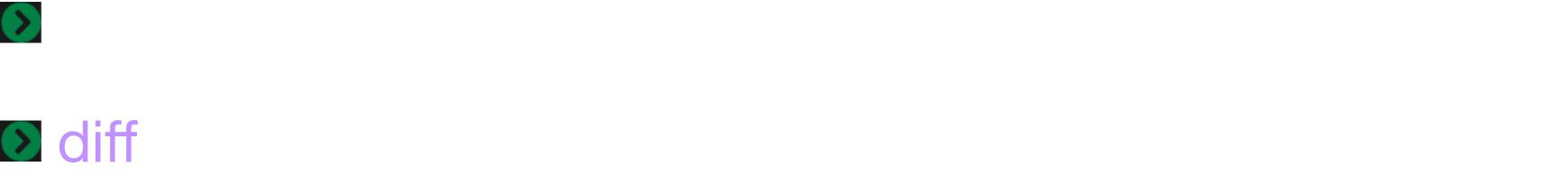












class="some-text"

"button");

```
"#increment-button");
```

.some-text");

## diff:ignore

## Counter - Test

```
@using AngleSharp.Dom
                                                                 <h1>Counter</h1>
@using Bunit
@using Xunit
                                                                 <pclass="some-text">Current count: @ currentCounter
@inherits Bunit.TestContext
                                                                 <button id="increment-button"</pre>
                                                                         class="btn btn-primary"
@code {
                                                                          @onclick="IncrementCount">Click me</button>
    [Fact]
   public void IncrementCounterByOneWhenButtonClicked()
                                                                 @code {
                                                                     private int _currentCounter { get; set; }
       // Render our component including all lifecycle events
       var cut = Render(@<Counter />);
                                                                     private void IncrementCount()
       // Find the button via CSS selector and click it
       IElement button = cut.Find("#increment-button");
                                                                          currentCounter++;
       button.Click();
       // Assert the markup
       var pElement = cut.Find(".some-text");
       pElement.MarkupMatches(@<pdiff:ignore >Current count: 1);
```

- We can use any css selector making our test more stable
- odiff:ignore helps us to ignore the "styling" aspect

## I don't care about the markup?

**Using Anglesharp**