

## 1. Why Testing Is Critical in Blazor Applications

Blazor applications are **component-based UI systems**. Unlike traditional MVC, **logic, UI, and state live together** inside components. This makes testing essential for:

- Verifying **UI rendering**
- Validating **user interactions**
- Ensuring **state changes propagate correctly**
- Protecting against **regressions** as components evolve

Testing in Blazor typically covers **three layers**:

1. **Unit Testing (logic & services)**
2. **Component Testing (Razor components)**
3. **End-to-End (E2E) Testing (full browser automation)**

## 2. Types of Testing in Blazor

Test Type	What It Tests	Tools
Unit Tests	Business logic, services	xUnit / NUnit
Component Tests	Razor components rendering & behavior	<b>bUnit</b>
Integration Tests	Component + services	bUnit + DI
E2E Tests	Full user flow in browser	Playwright

## 3. Unit Testing in Blazor (Logic & Services)

### Rule

**Never put complex logic inside Razor components.**

Move it to services → easier to test.

## 4. Component Testing in Blazor using bUnit

### What is bUnit?

**bUnit** is a Blazor component testing framework that allows you to:

- **Render Blazor components without running the full app**

- Interact with the rendered markup
- Assert UI behavior, state changes, and events
- Mock services, authentication, JS interop, and APIs

#### Key Characteristics

- Runs fast (in-memory rendering)
- Works with xUnit, NUnit, or MSTest
- Ideal for component-level testing, not E2E

#### Why bUnit?

Blazor components:

- Render HTML
- Respond to events
- Depend on DI

**bUnit** provides a **test renderer** for Razor components.

When to Use bUnit

Scenario	Use bUnit
Component rendering	✓
UI behavior testing	✓
Event handling	✓
Form validation	✓
API mocking	✓
Full browser automation	✗ (Use Playwright)

## 4. Mocking Dependencies in Blazor Tests

#### Why Mock?

- Avoid API calls
- Control test data
- Improve reliability

## 5. End-to-End (E2E) Testing with Playwright

Use E2E tests when:

- You need **real browser behavior**
- Navigation & authentication must be verified

## Testing Best Practices in Blazor

### Architecture Guidelines

- Keep **logic out of Razor**
- Prefer **services over code-behind**
- Use **DI everywhere**

## 6. 1. What is Blazm Extension?

**Blazm Extension** is a **utility layer on top of bUnit** that focuses on:

- Cleaner assertions
- Reduced boilerplate
- More readable test intent
- UI-centric assertions (what the user sees)

Think of it as:

### FluentAssertions for Blazor UI tests

#### Without Blazm (Plain bUnit)

```
Assert.Contains("Save", cut.Markup);
```

#### With Blazm

```
cut.Should().ContainText("Save");
```

Much easier to **read, teach, and maintain.**