Prerequisites:

Visual Studio 2010 (or later) Pro (or higher) w/ Nuget installed

NUnit 2.6.4 – nunit.org

1. Introduction
   1. Basics of TDD – This will be my normal TDD talk
   2. Workshop 1 – TicTacToe example
      1. No mocking or DI, just simple TDD workflow
2. Dependency Injection
   1. Workshop – adding an Xbox live type of service to TicTacToe engine from workshop 1
   2. Will provide an API consisting of an interface and a couple of concrete classes so that they can work with contextual binding
3. Mocking
   1. Workshop – update their tests from workshop 1 to accommodate the new architecture from workshop 2
4. Integration testing – why it’s important
   1. Will add integration tests
5. Misc – SOLID, Anit-Patterns, Refactoring
6. Convincing your boss