

Becoming a Pro

IN Mobile Applications Testing



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps

Smoke TEST aka “build verification test”

Performed after software build to ascertain that the critical functionalities of the program is working fine.

Executed "before" any detailed functional or regression tests

The purpose is to reject a badly broken application, so that the QA team does not waste time installing and testing the software application.



Example :
a smoke test may address basic questions like
"Does the app run?",
"Does it open a page ?", or "Does tapping on the home key do anything?"

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Sanity TEST aka “tester acceptance test”

After receiving a software build, with minor changes in code, or functionality, Sanity testing is performed

The goal is to determine that the proposed functionality works roughly as expected.

If sanity test fails, the build is rejected to save the time and costs involved in a more rigorous testing.



Example :

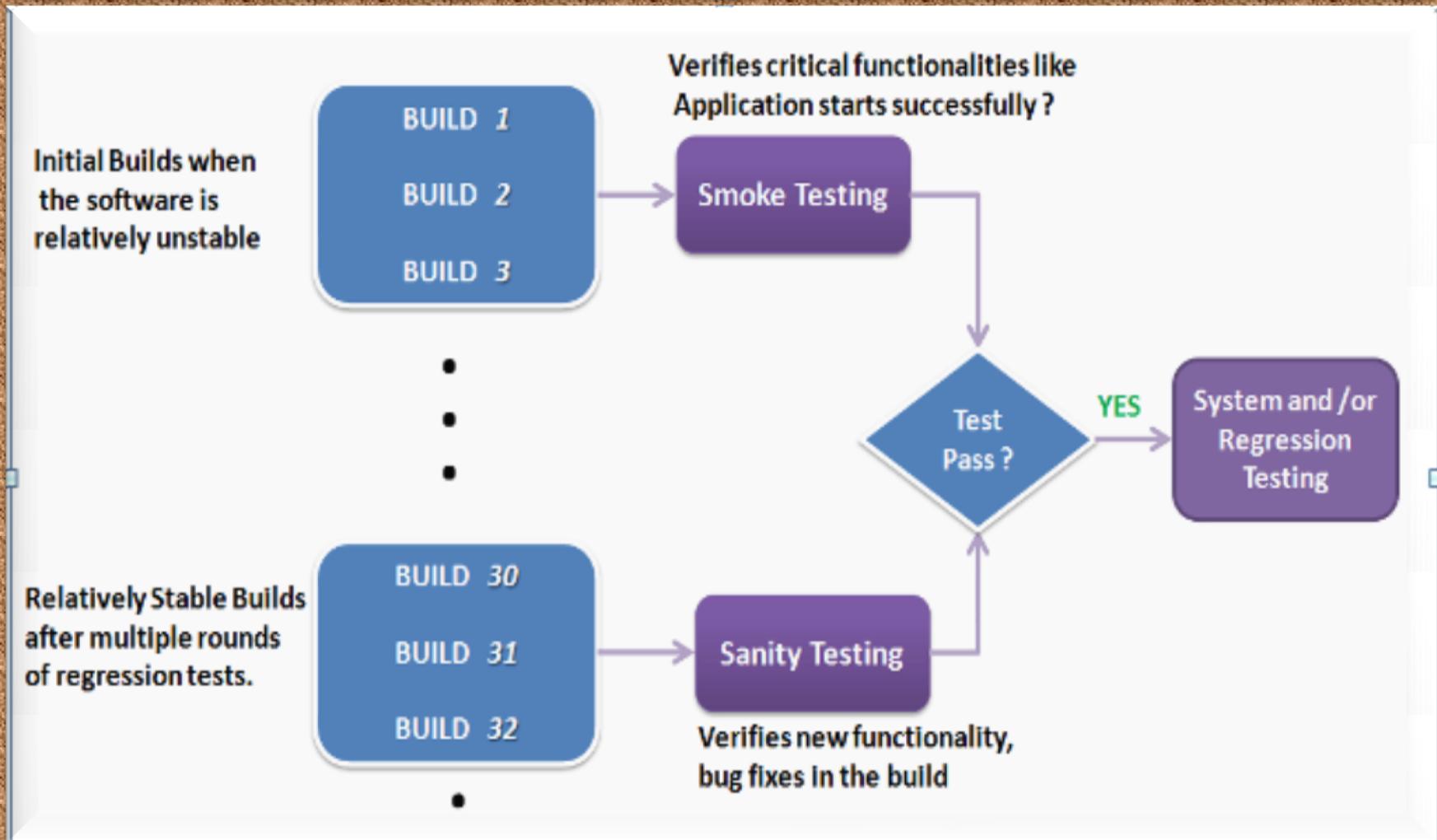
if your scientific calculator gives the result **of $2 + 2 = 5!$**

Then, there is **no point** testing the advanced functionalities like **$\sin 30 + \cos 50$**

Mobile Test Industry Standards :

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Smoke vs Sanity TEST



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Comparison **SUMMARY**

Smoke Testing	Sanity Testing
Smoke Testing is performed to ascertain that the critical functionalities of the program is working fine	Sanity Testing is done to check the new functionality / bugs have been fixed
The objective of this testing is to verify the "stability" of the system in order to proceed with more rigorous testing	The objective of the testing is to verify the "rationality" of the system in order to proceed with more rigorous testing
This testing is performed by the developers or testers	Sanity testing is usually performed by testers
Smoke testing is usually documented or scripted	Sanity testing is usually not documented and is unscripted
Smoke testing is a subset of Regression testing	Sanity testing is a subset of Acceptance testing
Smoke testing exercises the entire system from end to end	Sanity testing exercises only the particular component of the entire system
Smoke testing is like General Health Check Up	Sanity Testing is like specialized health check up

Mobile Test Industry Standards :

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Smoke and Sanity TEST Checklist –UI

1. APP/Webpage title as per the page's functionality.

2. Spelling/ grammatical mistake (e.g. Text, Caption, Label).

3. Proper field alignment (Left margin, right margin, bottom margin, top margin).

4. Same font size/style or as per the requirement.

5. Proper space between texts, text lines, fields.

6. Standard format and size of button.

7. Textbox: Border, alignment, size, length, Data Type.

8. Combo box: Size, alignment, showing valid value.

9. Date picker (Not by keyboard, from date to date range).

10. Mandatory field identified with an identification like (*) sign.

11. Image length, size, alignment

Mobile Test Industry Standards :

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Smoke and Sanity TEST Checklist –Functional

1. Mandatory and composite field validation.

2. Error message not mandatory for optional field.

3. Numeric field does not accept the alpha numeric and proper error message display.

4. Max length checking for specific input field (e.g. Credit card number, Account number).

5. Confirmation message for Insert/update/delete operations.

6. Correct format of amount value.(Should be numeric)

7. Uploaded documents are opened and generated properly.

8. Validation (Equivalence partitioning/Boundary value analysis/Positive testing/Negative/Page Refreshing).

9. System works properly with multiple browsers.

10. Pagination works and number shows properly.

Mobile Test Industry Standards :

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Smoke and Sanity TEST Checklist –Database

1. Database name, Tables, columns name, column types matches according to requirement.

2. Data saves properly into the database after the each page submission.

3. Data display on the front end and make sure it is same in the back end.

4. Is any difference between Live and Test environment
(Database Name, Table Name, Column Name, Data Type, Entity Relationship Key – Primary, Foreign, Unique key)

5. Checking Procedure/Function Create/Update related information(Entity Name, Author, Create/Update Date, Description/Purpose)

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps

Smoke and Sanity TEST Checklist –Security

1. Session timeout checking. Whether the page is expiring after the specific time.

2. Does the page browse if I paste it in a newly open browser?

3. Browser back-forward button checking if the page consist any calculation or information submission.

4. Does the browser's back-forward button re-submit the page?

5. Does this application has admin/user log in the database?

6. Password, Account number, credit card number display in encrypted format.

7. Access the secured App/web page directly without login.

8. User account gets locked out if the user is entering the wrong password several times.

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **GAMES**

Mobile game testing differs from the regular mobile app testing.

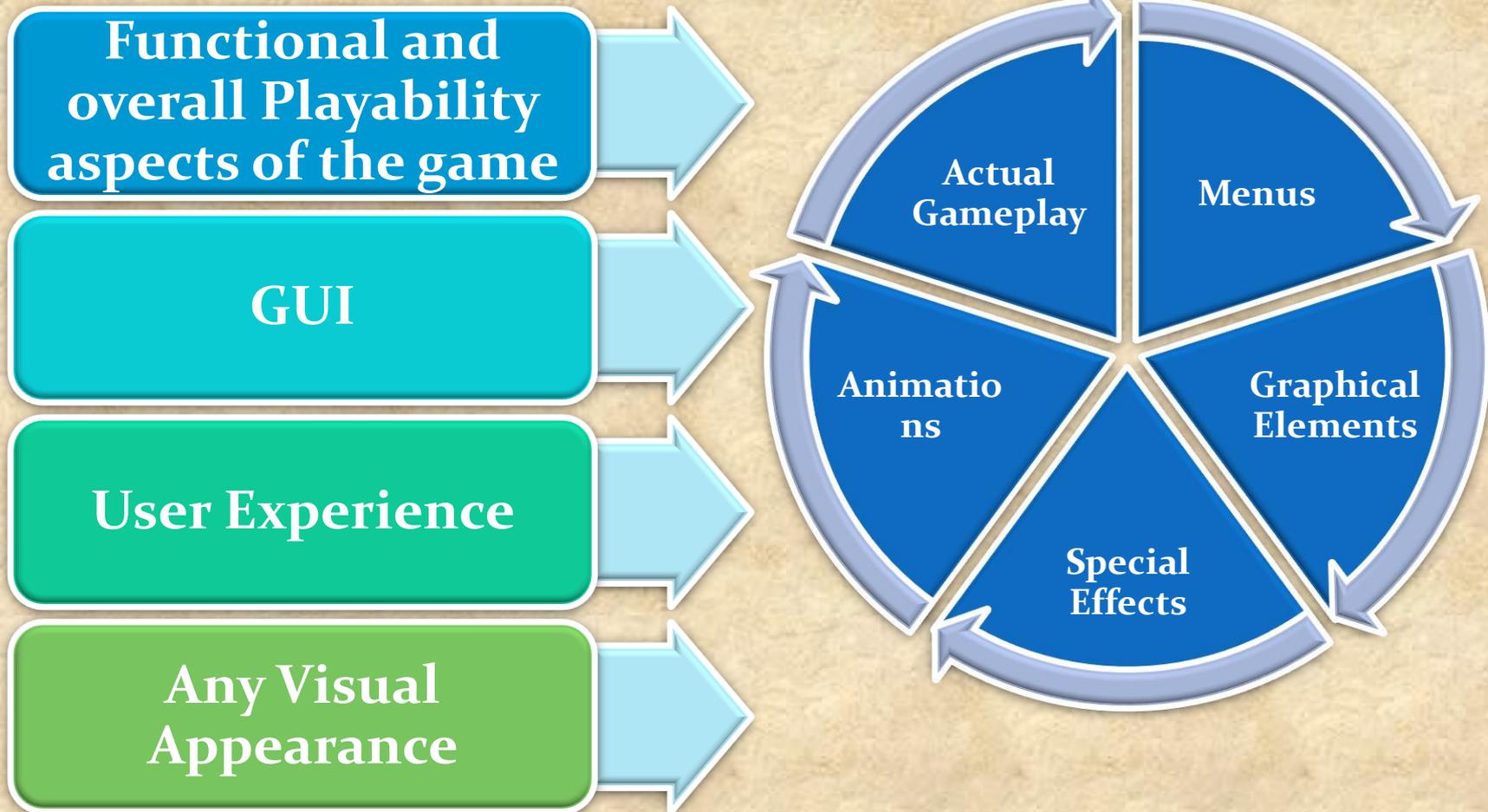
Effective mobile game testing derives from a well-structured and systematic approach, use of test automation framework and seamless integration with your agile process.



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **GAMES**

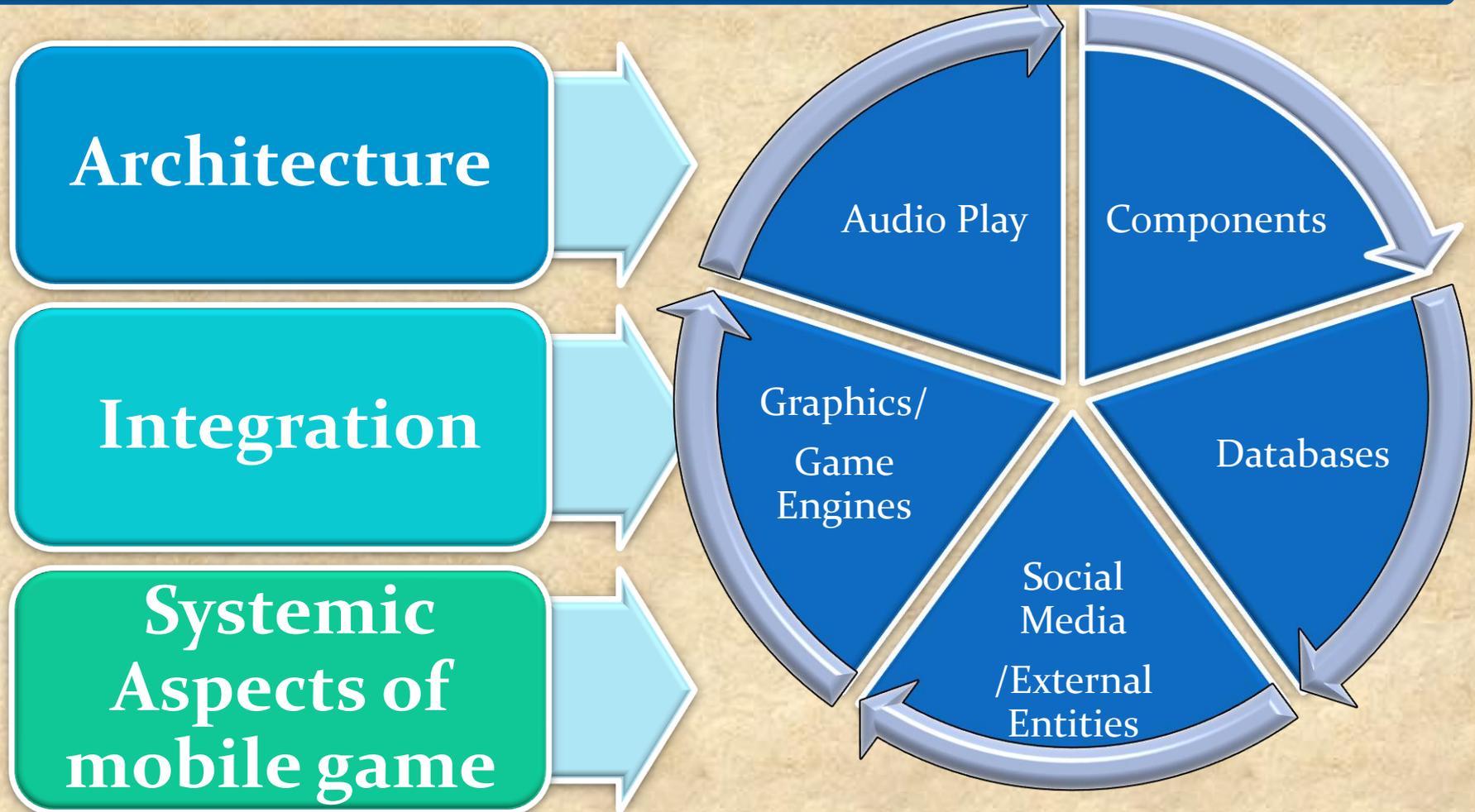
Black-Box Testing Approach focuses on :



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **GAMES**

White Box Testing Approach focuses on :



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **GAMES**

Test Type	Purpose
<i>Functional</i>	reveal issues related to user interface (and graphics), stability, game flow/mechanism, and integration of graphics assets.
<i>Compatibility</i>	reveal incompatibility issues with any parts of the game, its third-party components or integrations with those actual devices that end-users use.
<i>Performance</i>	important to understand how used device ecosystem varies and what are actual requirements of the game for its users.
<i>Localization</i>	your game titles, texts and content needs to be translated and tested with devices in multiple languages.
<i>Regression</i>	needs to happen when anything changes in software : server-client interaction, requiring a login, uploading of data (e.g. results) and downloading of data (e.g. data, images).
<i>Load</i>	tests the limits of a system, such as the number of players on a server, the graphic content on the screen (e.g. frames per second, FPS), or memory consumption (allocation and deallocation of it).

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **GAMES**

KEY AREAS IN MOBILE GAME TESTING

**User
Interface and
Functionality**

**Graphics
Performance**

**Usability and
User
Experience**

**Multi-
player/User
Features**

**Social
Integrations**

**Security and
Liabilities**