

WELCOME

Mobile Applications Testing



Mobile Ecosystem

Mobile World Statistics

Carriers

Networks

Manufactures

Devices

Platforms/OS

Frameworks

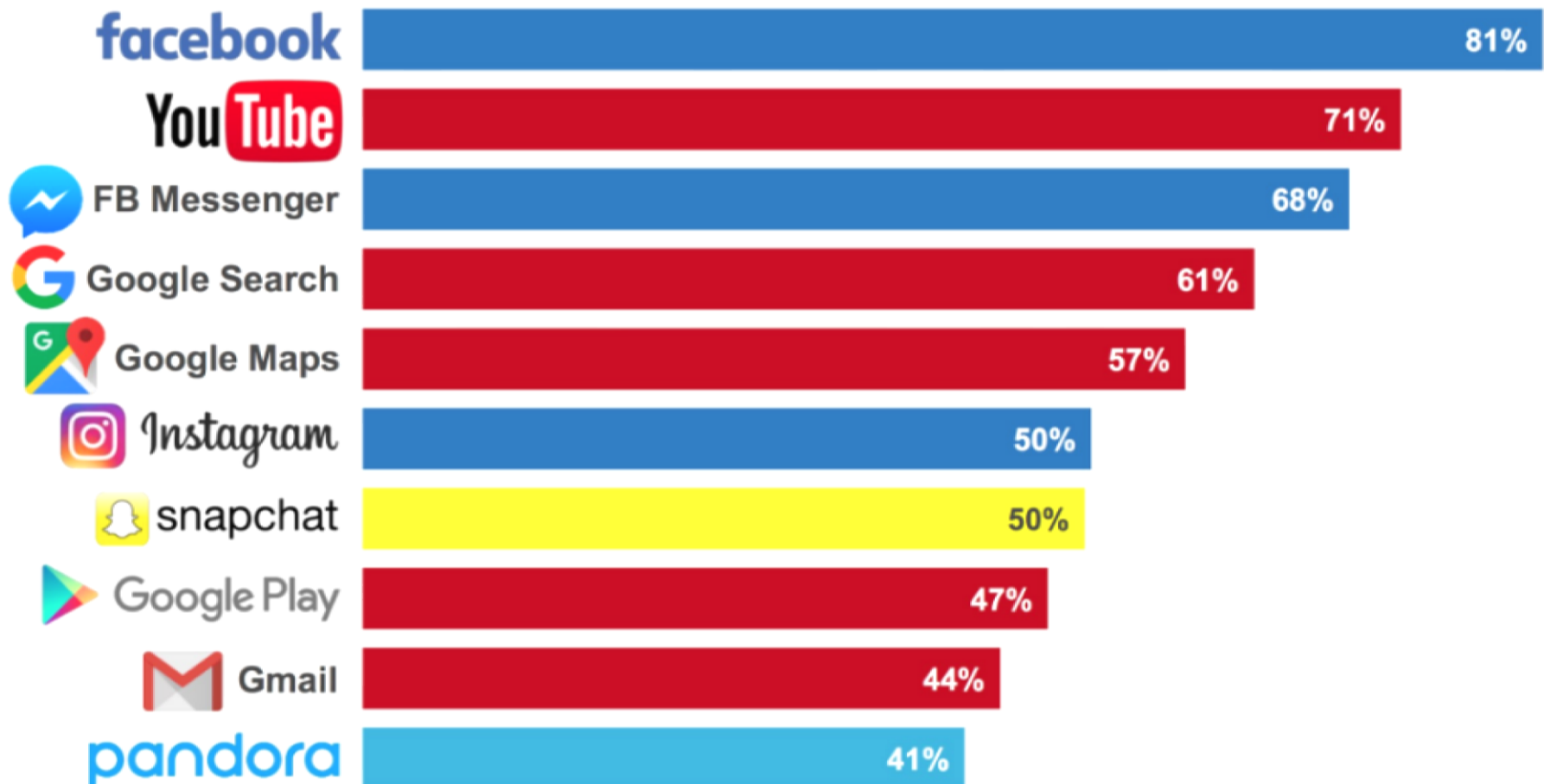
API-Apps

Services

Mobile World Statistics

Top 10 Mobile Apps by Penetration of App Audience

Source: comScore Mobile Metrix, U.S., Age 18+, June 2017



Mobile World Statistics

PURE MOBILE WEBSITE

Accessed through browsing



Static, navigational user interface



Requires connection



Somewhat limited features



PURE MOBILE APP



Accessed after being installed



Interactive user interface



Available offline

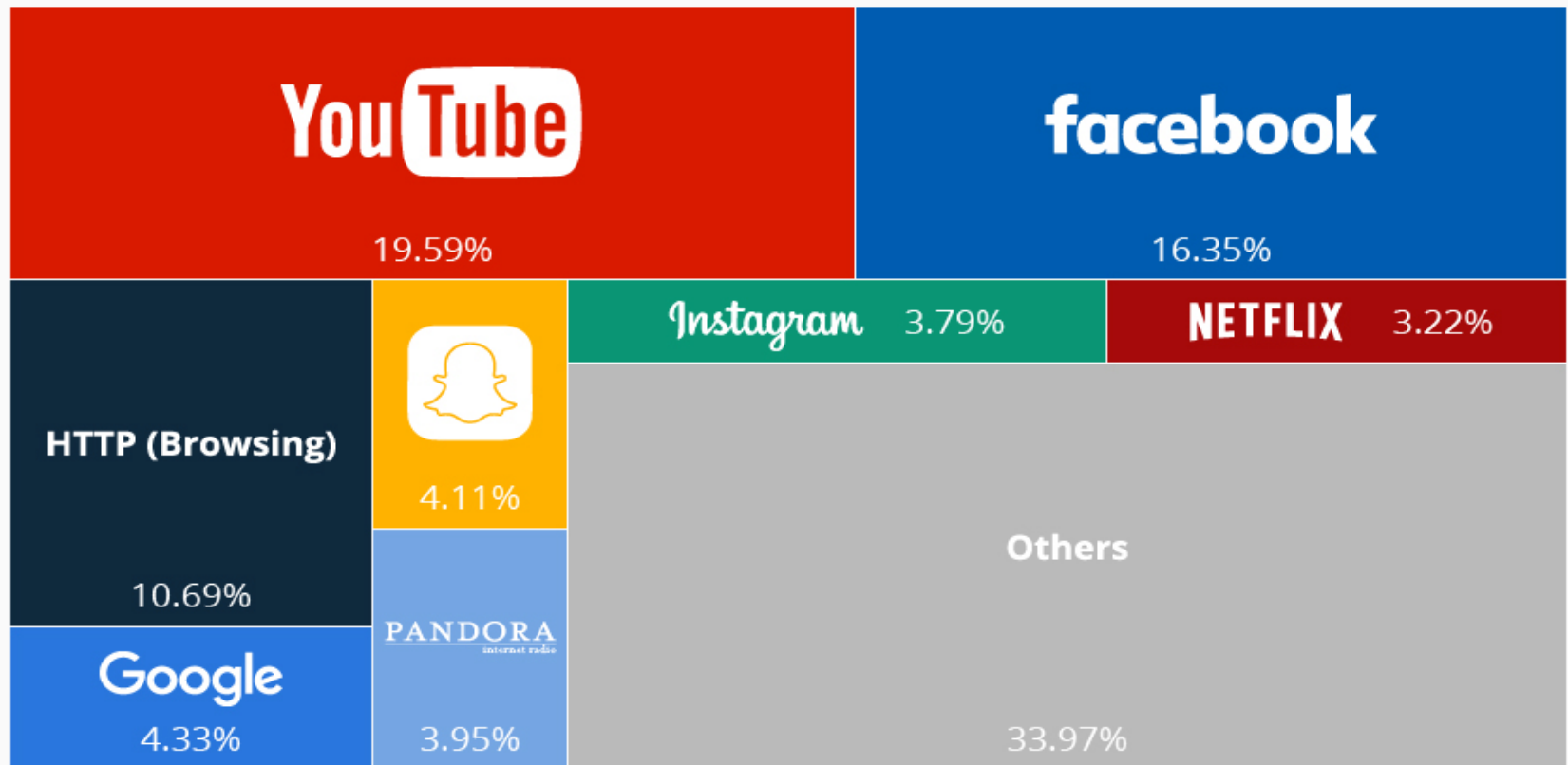


Can make use of phone features such as location services, camera, etc.

Mobile World Statistics

These Apps Are Putting a Strain on Mobile Networks

Breakdown of peak period mobile internet traffic in North America by application



@StatistaCharts

Data gathered in September and October 2015

Source: Sandvine

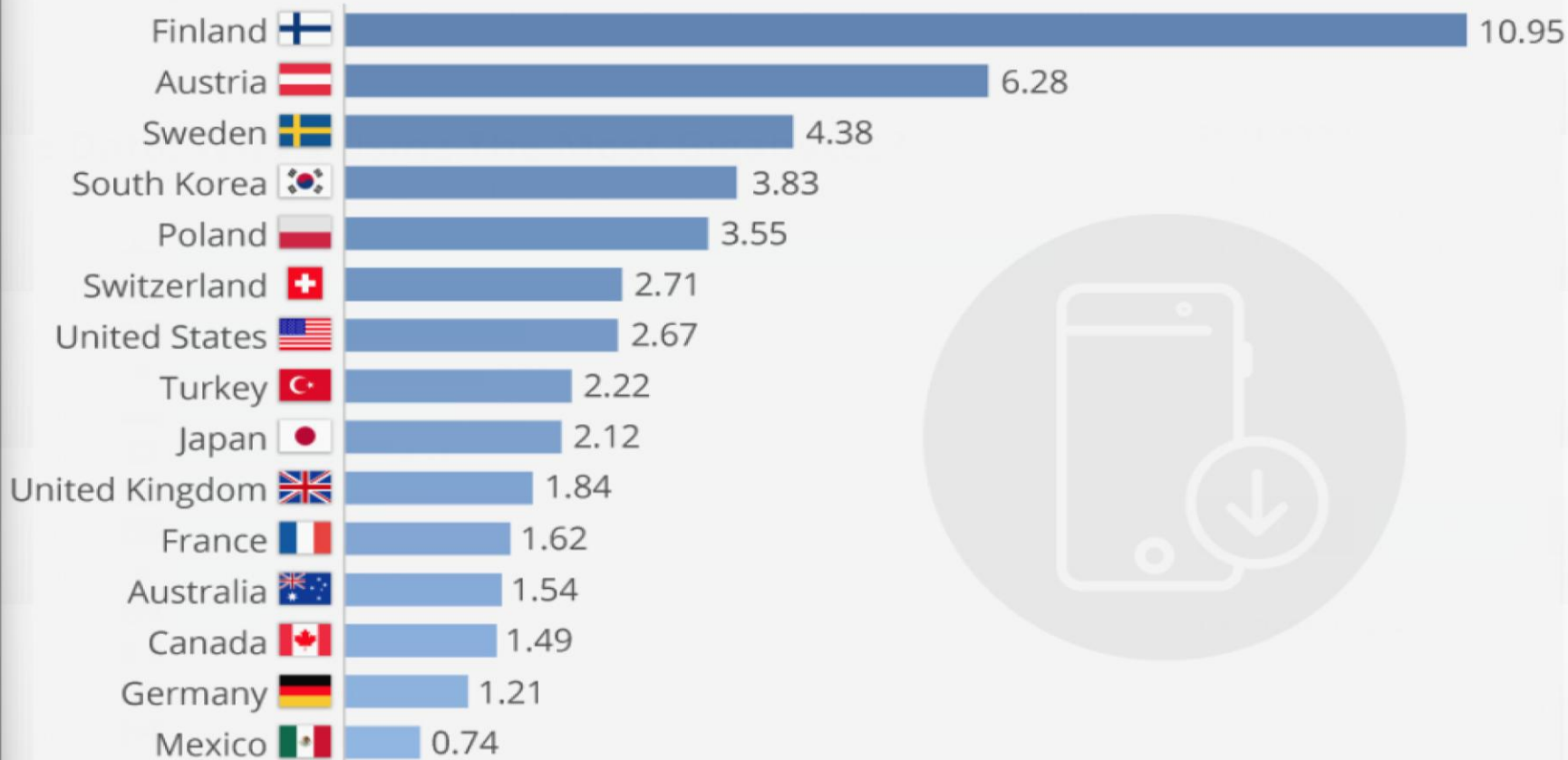
Copyright NataliaS@portnov.com

statista

Mobile World Statistics

Mobile Data: Who's Using The Most Gigabytes?

Mobile data usage per mobile broadband subscription in 2016 (gigabytes per month)*



* Selected OECD countries

@StatistaCharts

Source: OECD

statista

Mobile Ecosystem

Mobile World Statistics

Carriers/Service Providers

Network

Manufactures

Devices

Platforms/OS

Frameworks

API-Apps

Services

Carriers/Service Providers



at&t

Sprint®



T-Mobile

Carriers/Service Providers Subscriber Data (Q1 2016 in MM)

Verizon Wireless: 141.4

AT&T Mobility: 130.4

T-Mobile US: 65.5

Sprint Corp: 58.8

U.S. Cellular: 4.9

Carriers/Service Providers

Install Cellular Towers

Operate the Cellular Network

Responsibilities

*Make Services
(Internet) available for
Mobile Subscribers*

*Handling Billing ,
Support and Sales*

Network : GSM : AT&T and T-Mobile

GSM Standard - Global System for Mobile Communication

- ❖ **Service:** Voice calling, text, messaging, data service similar to CDMA
- ❖ **Feature:** One of the key features of GSM is the [Subscriber Identity Module](#), commonly known as a **SIM card**.
- ❖ The SIM is a detachable [smart card](#) containing the user's subscription information and phone book. This allows the user to retain his or her information after switching handsets.
- ❖ SIM card that identify the user on the network and could be used as a storage.
- ❖ SIM cards allowed users switch phones by simply moving their SIM's between the phones.



Network : CDMA : Sprint, Verizon and US Cellular

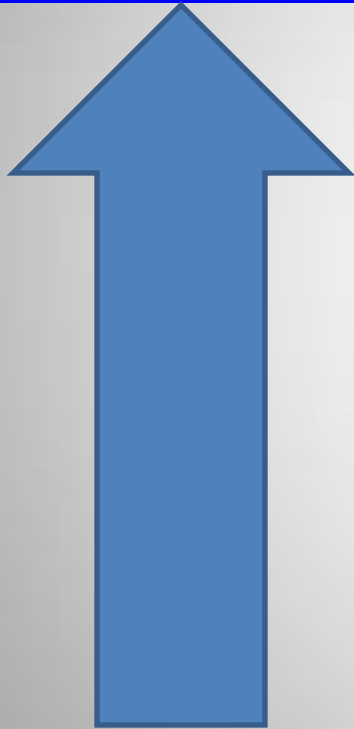
CDMA Standard - Code Division Multiple Access

- ❖ **Service**: Voice calling, text, messaging, data transmission
- ❖ **Features**: Five times up of GSM capacity. More secure –used by military.
- ❖ QUALCOMM designs the chips for the CDMA air interface.
- ❖ **CDMA** phones cannot roam internationally as extensively as GSM phones nor can they transmit voice and data at the same time like GSM handsets.
- ❖ **CDMA** phones are locked to a carrier. It's usually [cheaper to buy unlocked GSM phones](#) than on-contract CDMA phones.



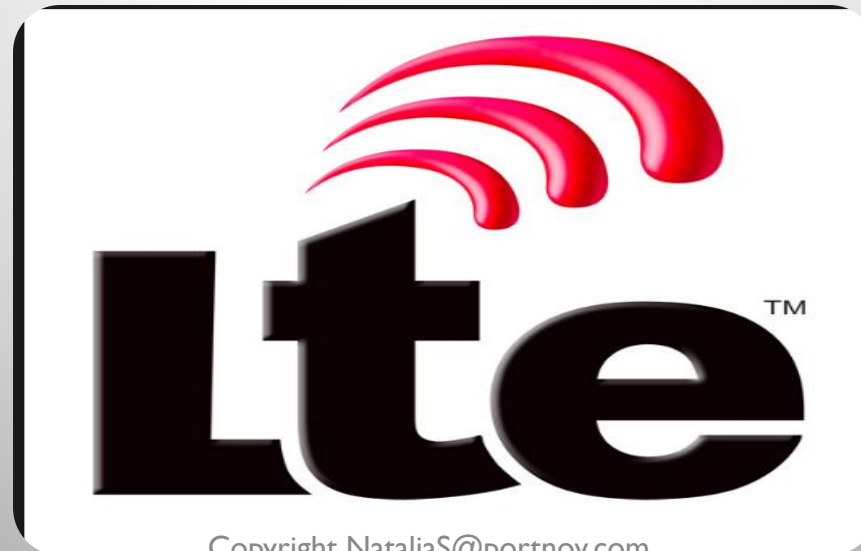
Network : CDMA vs GSM :What's a difference ?

[Click here to watch a Video](#)



NETWORK: LTE

- ❖ An acronym for **Long Term Evolution**
- ❖ **LTE** is a 4G wireless communications standard developed by the 3rd Generation Partnership Project (3GPP) that's designed to provide up to 10x the speeds of 3G **networks** for mobile devices such as SmartPhones, Tablets, NetBooks, Notebooks and Wireless Hotspots.



NETWORK: WiFi

- ❖ **WiFi** is a technology that uses radio waves to provide network connectivity. WiFi- most widely accepted definition for the term in the tech community is **Wireless Fidelity**.
- ❖ Wireless technology has widely spread lately and you can get connected almost anywhere; at home, at work, in libraries, schools, airports, hotels and even in some restaurants.
- ❖ Like mobile phones, a **WiFi** network makes use of radio waves to transmit information across a network. The computer should include a wireless adapter that will translate data sent into a radio signal.



NETWORK: WiFi Frequencies

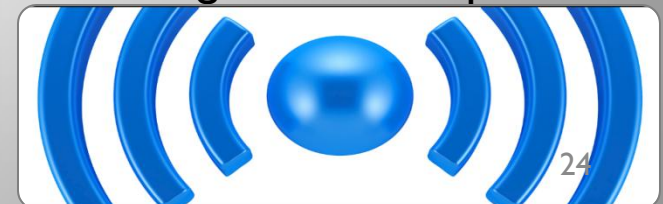
- ❖ Wireless networking is known as WiFi or 802.11 networking as it covers the IEEE 802.11 technologies. The major advantage of WiFi is that it is compatible with almost every operating system, game device, and advanced printer.
- ❖ A wireless network will transmit at a frequency level of 2.4 GHz or 5GHz to adapt to the amount of data that is being sent by the user. The 802.11 networking standards will somewhat vary depending mostly on the user's needs.

The **802.11a** will transmit data at a frequency level of 5GHz. The Orthogonal Frequency-Division Multiplexing (OFDM) used enhances reception by dividing the radio signals into smaller signals before reaching the router. You can transmit a maximum of 54 megabits of data per second.

The **802.11b** will transmit data at a frequency level of 2.4GHz, which is a relatively slow speed. You can transmit a maximum of 11 megabits of data per second.

The **802.11g** will transmit data at 2.4GHz but can transmit a maximum of 54 megabits of data per second as it also uses an OFDM coding.

The more advanced **802.11n** can transmit a maximum of 140 megabits of data per second and uses a frequency level of 5GHz.



NETWORK: 1G to 4G

EVOLUTION



1G
1981



2G
1992



3G
2004



4G and 4G LTE
2010 and 2011



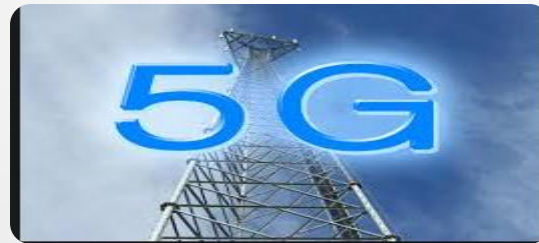
5G
2020

NETWORK: 1G to 4G LTE Evolution

- ❖ **1G** *analog signal used by cellular towers*
- ❖ **2G** *technology upgraded the analog signal to digital and powered the inclusion of sending text messages across the network*
- ❖ **3G** *technology made use of electromagnetic wavelengths, known as spectrum, to broadcast a wireless broadband signal that allowed users to access the Internet and download applications using a 3G data card or a handheld mobile device*
- ❖ **4G** *called an "ultra-broadband" access for mobile devices. 4G networks are based on an all Internet protocol packet switching instead of circuit switching*
- ❖ **4G + LTE** *Long Term Evolution (LTE) is a 4G wireless broadband technology developed by the Third Generation Partnership Project (3GPP), an industry trade group. It's a type of 4G technology, and it delivers the best performance and speeds available today.*

NETWORK: is 5G around the corner ?

- ❖ Aug 28, 2013 – Huawei (Chinese company) intends to introduce commercial 5G networks by 2020, a service touted as "100 times faster" than current 4 G networks.
- ❖ May 15, 2013 - Samsung says it has successfully tested technology that will be at the core of 5G mobile connectivity.



Mobile Ecosystem

Mobile World Statistics

Carriers/Service Providers

Network

Manufactures

Devices

Platforms/OS

Frameworks

API-Apps

Services

MANUFACTURES / MAKERS

| Rank | Manufacturer | Units (M) | Market Share | Q4 2014 Share | Supported OS |
|--------------|---------------|-----------|--------------|---------------|-------------------------|
| 1 | Samsung | 82.8 | 24.3% | 20.1% | Android, Tizen, Windows |
| 2 | Apple | 61.6 | 17.9% | 20.1% | iOS |
| 3 | Lenovo | 18.7 | 5.5% | 6.6% | Android (Tizen) |
| 4 | Huawei | 17.5 | 5.1% | 6.6% | Android (Tizen) |
| 5 | LG | 15.4 | 4.5% | 4.2% | Android |
| 6 | Xiaomi | 15.0 | 4.4% | 4.6% | Android |
| 7 | ZTE | 12.5 | 3.5% | 3.6% | Android, Firefox |
| 8 | Coolpad/Young | 11.5 | 3.4% | 4.0% | Android |
| 9 | TCL/Alcatel | 9.7 | 2.8% | 4.5% | Android |
| 10 | Vivo | 9.3 | 2.7% | 3.1% | Android |
| | Others | 97.1 | | | |
| Total | | 340.8 | | | |

MANUFACTURES / MAKERS

Responsible for :

Concept and Prototyping:

- Designs, features, and interface options (like keypad or touchscreen)
- The phone's weight, scale, size, portability

Hardware and Software:

- Printed circuit board, LCD screen, keypad, antenna, microphone, speaker and battery
- Firmware/OS
- GPS and WiFi capabilities

Documentation.



Mobile Ecosystem

Mobile World Statistics

Carriers/Service Providers

Network

Manufactures

Devices

Platforms/OS

Frameworks

API-Apps

Services

Devices



Devices

Handheld PC, Palm-size PC, Pocket PC, Pocket computer, Palmtop PC



PDA Electronic Organizer, Mobile Phone, Feature Phone, SmartPhone, Phablet



PMP, DAP



E-Reader



Handheld Game Console



Portable/Mobile Data Terminal

Devices: Principals of Mobile Computing



Portability

Facilitates movement of device(s) within the mobile computing environment



Connectivity

Ability to continuously stay connected with minimal amount of lag/downtime, without being affected by movements of the device



Social Interactivity


Maintaining the connectivity to collaborate with other users, at least within the same environment



Individuality

Adapting the technology to suit individual needs.

Devices : FeaturePhone vs SmartPhone



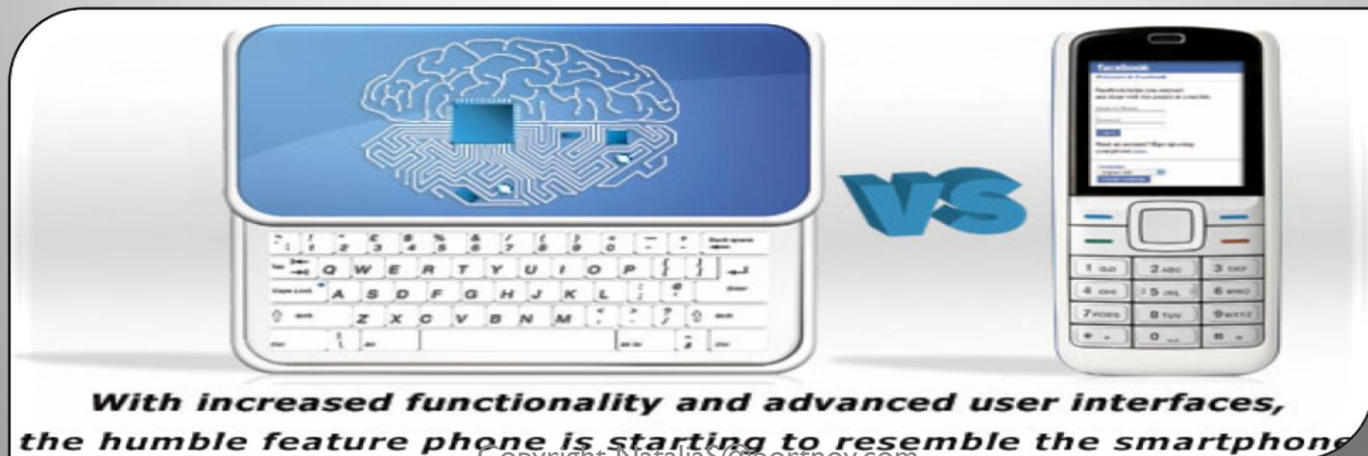
SmartPhones are those which have advanced computing capability than Feature phones

FeaturePhones are low-end device with lower-price

Devices : FeaturePhone vs SmartPhone

In short :

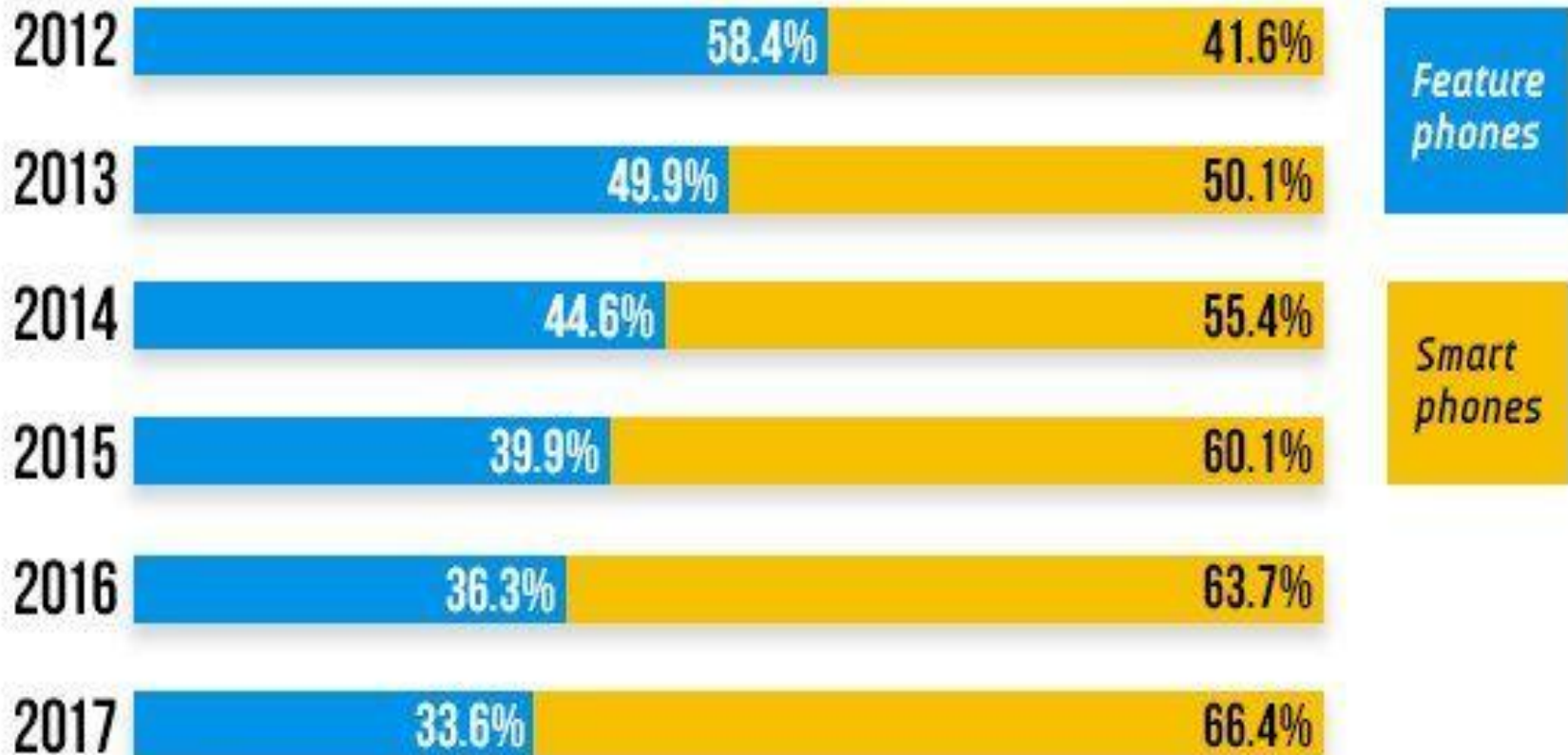
- ❖ *SmartPhones usually have a wider array of key features.*
- ❖ *These can include a full Web browser, 3G or 4G network support, Flash player capability, GPS, higher-resolution camera, third-party application support , video conferencing and more*



Devices :

FeaturePhone vs SmartPhone Comparison Data

Predicted smartphone v feature phone shipments worldwide 2012-2017



Source: International Data Corporation (IDC), "Worldwide Quarterly Mobile Phone Tracker"

Devices :

JAILBREAKING : iOS

JAILBREAKING

process of modifying iOS system kernels to allow file system read and write access.

JAILBREAKING TOOLS

(and exploits) remove the limitations and security features built by the manufacturer Apple (the "jail")

JAILBREAKING TOOLS

allow users to run code not approved and signed by Apple.

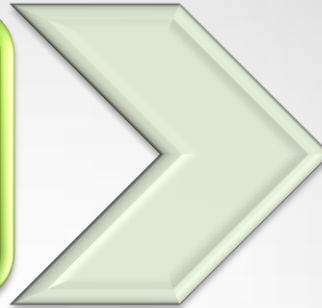


Devices :

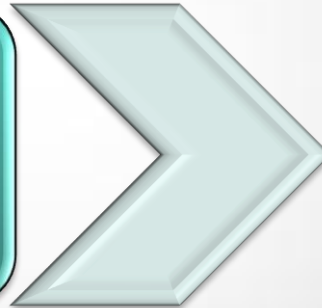
UNLOCKING : IPHONE

An **UNLOCKED** iPhone

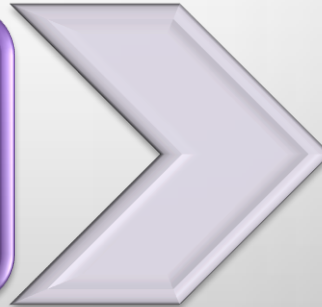
can be used with any carrier, not just those that have been approved by Apple.



many **UNLOCKING** solutions only work with certain iOS models



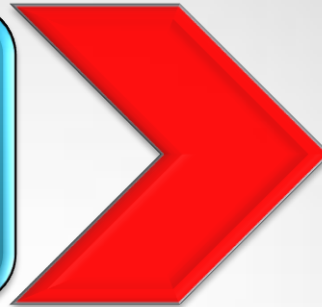
Factory IMEI **UNLOCKS** is a popular solution that works with all iPhone models.



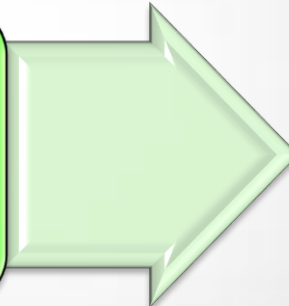
Devices :

ROOTING : ANDROID OS

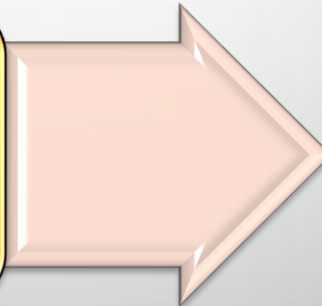
Rooting is the Android equivalent of jailbreaking, a means of unlocking the operating system



you can install unapproved apps, deleted unwanted bloatware,



update the OS, replace the firmware or customize anything



Devices :

ROOTING : GLOSSARY

ROOT

- Rooting means you have root access to your device

ROM

- A ROM is a modified version of Android.

KERNEL

- A kernel is the component of your operating system that manages communications between your software and hardware.

RADIO

- Radios are part of your phone's firmware that controls your cellular data, GPS, Wi-Fi, and other things like that.

FLASH

- Flashing essentially means installing something on your device, whether it be a ROM, a Kernel, or a Recovery

Devices :

ROOTING : GLOSSARY

BOOTLOADER

- Lowest level of software on a device, running all the code that's necessary to start OS

RECOVERY

- Software on a device that allow user to make backups, flash ROMs, and perform other system-level tasks

NANDROID

- From most third-party recovery modules, user can make device backups called nandroid backups.

ADB

- ADB stands for Android Debug Bridge

BRICK

- Breaking device during flashing or other acts.