

Becoming a Pro

IN Mobile Applications Testing



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps

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 :

Testing Strategies for Mobile Apps

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 :

Testing Strategies for Mobile Apps

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.

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

Mobile Test Industry Standards :

Mobile game testing differs from the regular mobile app testing.

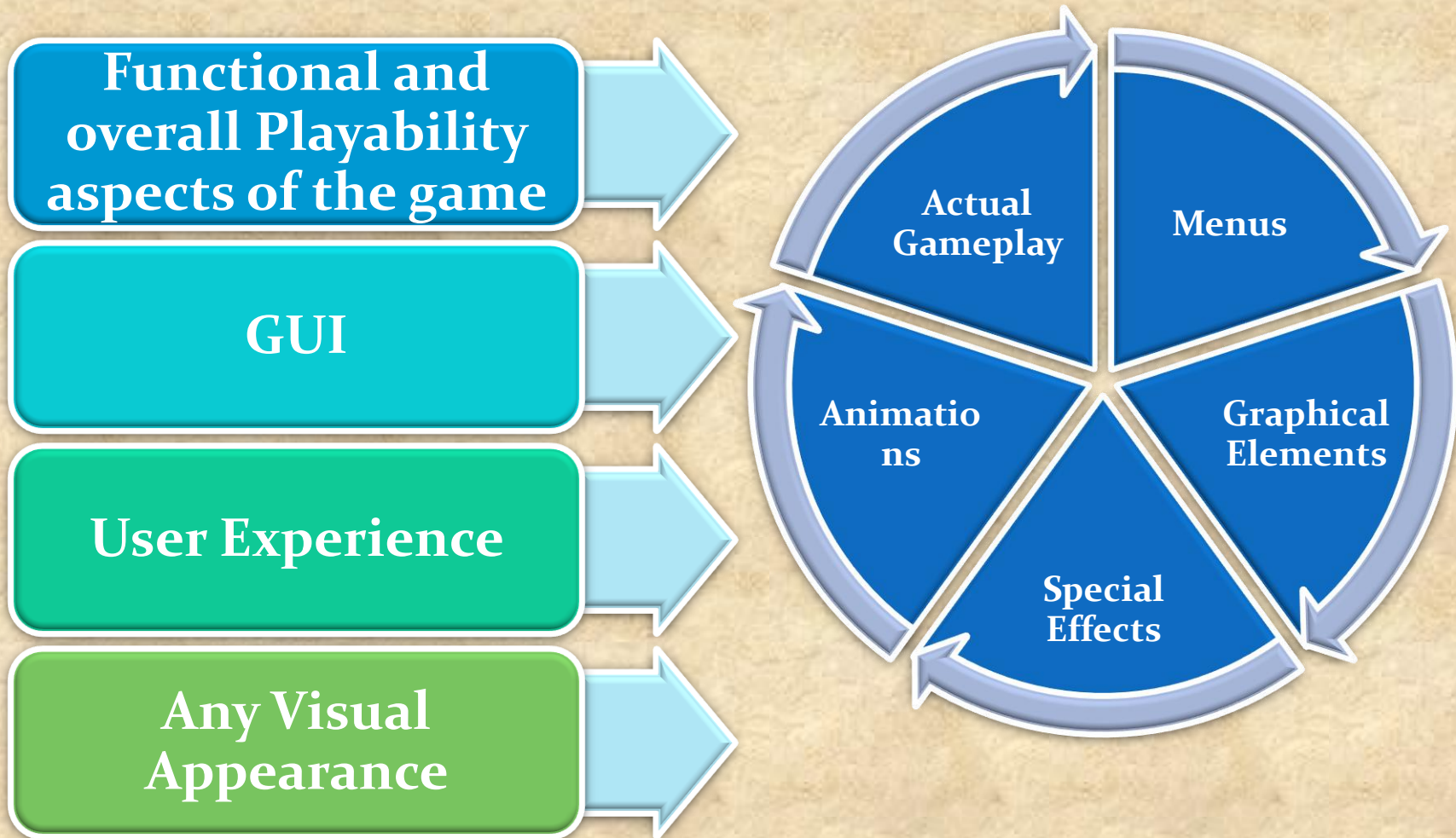
Effective mobile game testing derives from a well-structured and systematic approach, use of test automation framework and seamless integration with your agile process.



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **GAMES**

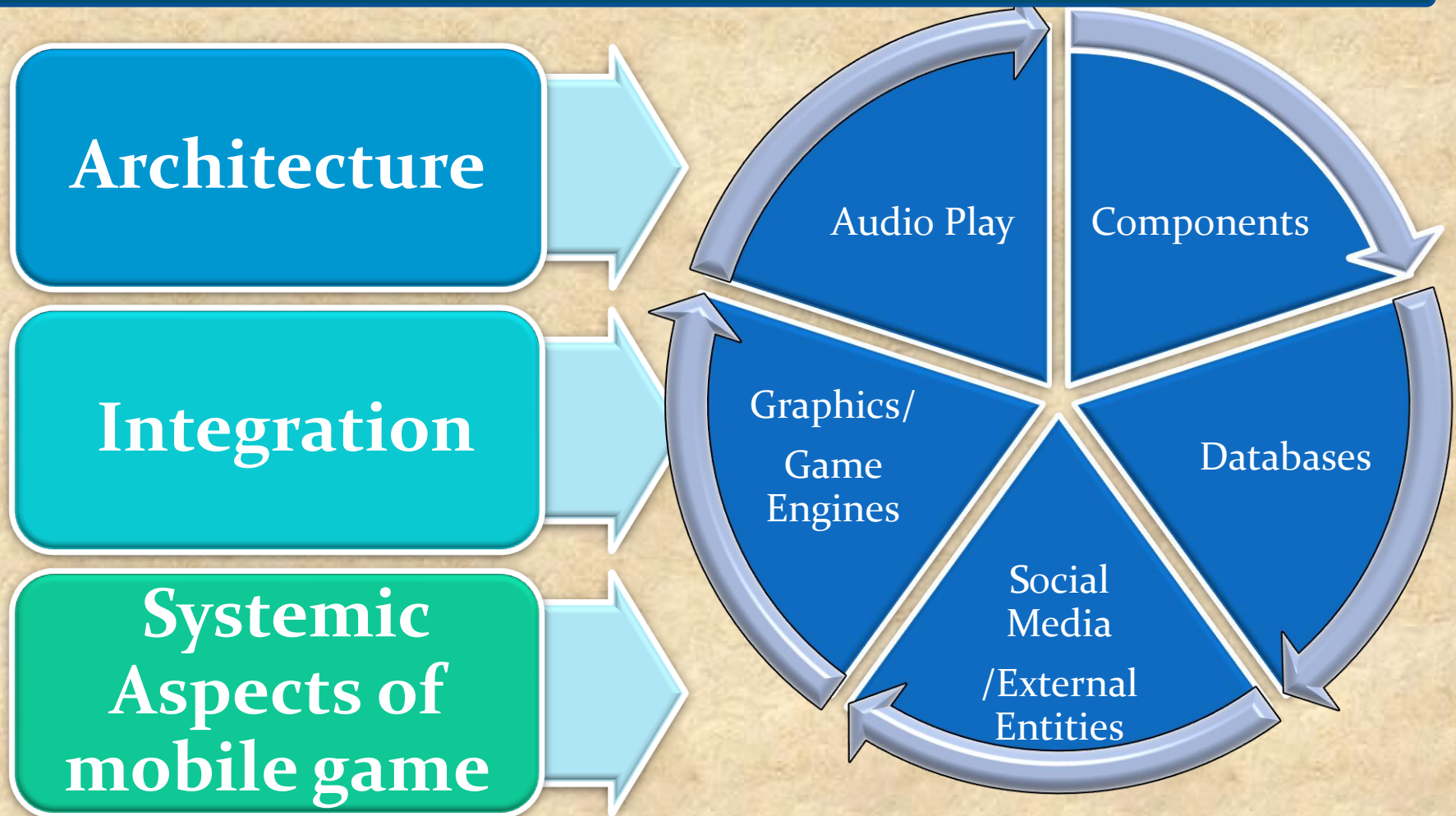
Black-Box Testing Approach focuses on :



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**

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **Banking**

Banking applications are considered to be one of the most complex applications in development and testing industry.

What makes Banking application so complex?

What approach should be followed in order to test the complex workflows involved?



Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : Banking

Why Domain Knowledge Matters?



It reduces the training time

It helps in quick defect tracking

It gives good idea on UI features and back-end processing

It gives good hold over workflow, business process and rule

It helps to understand easily the technical terminology

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **Banking**

BANKING DOMAIN in TESTING

Traditional
Banking sector



Core Banking
Corporate Banking
Retail Banking

Service based
Banking sector



Core
Corporate
Retail
Loan
Trade Finance
Private Banking
Consumer Finance
Islamic Banking
Customer Delivery
Channels/Front End Delivery

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **Banking**

12 most important characteristics of a Banking application

It should support thousands of concurrent user sessions

A banking application should integrate with other numerous applications like trading accounts, Bill pay utility, credit cards, etc.

It should process fast and secure transactions

It should include massive storage system.

To troubleshoot customer issues it should have high auditing capability

It should handle complex business workflows

Need to support users on multiple platforms (Mac, Linux, Unix, Windows)

It should support users from multiple locations

It should support multi-lingual users

It should support users on various payment systems (VISA, AMEX, MasterCard)

It should support multiple service sectors (Loans, Retail banking etc.)

Foolproof disaster management mechanism

Mobile Test Industry Standards :

Testing Strategies for Mobile Apps : **Banking**

Banking applications have multiple tiers involved in performing an operation. For Example, a banking application may have:

Web Server to interact with end users via Browser

Middle Tier to validate the input and output for web server

Data Base to store data and procedures

Transaction Processor which could be a large capacity Mainframe or any other Legacy system to carry out Trillions of transactions per second.

Requirement Analysis

Requirement Review

Business Reqs Documentation

Database Testing

Integration Testing

Functional Testing

Security Testing

Usability Testing

User Acceptance Testing