Becoming a Pro

IN Mobile Applications Testing

Overview: *Mobile APPS*

- **Categories**
- Types
- Distribution/Installation/Logs
- Mobile Test Industry Standards
- Remote Device Access (RDA)
- Emulators
- Simulators
- Troubleshooting Guide
- App Risk Analysis

MOBILE APPS: Categories

Utilities

Entertainment

Games

News

Productivity

Lifestyle

Social Networking

MOBILE APPS: Utilities

Calculators

Note-pads

Communi-cation. apps

Weather apps

MOBILE APPS: Entertainment

Face Juggler

Ice Effex

Duolingo

DubSmash

MOBILE APPS: Games

Angry Birds

Sudoku

Trivia Crack

Candy Crash Saga

MOBILE APPS: NEWS

The NYT app

Buzzfeed

Flipboard

Reddit

MOBILE APPS: Productivity

Finance apps

Calendars

Translators

Grocery list makers

MOBILE APPS: Lifestyle

Music apps

Travel Apps

Food & Drink apps

Dating apps

MOBILE APPS: Social Networking

Facebook

Circles

Path

Instagram

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MOBILE APPS: Types

Tree basic types of "app“

Native

Built specifically to the needs of the various operating systems such as Apple's iOS or Android

Web

Websites built using HTML that are designed specifically for smaller screens

Hybrid

Native app shell with feeds from the website

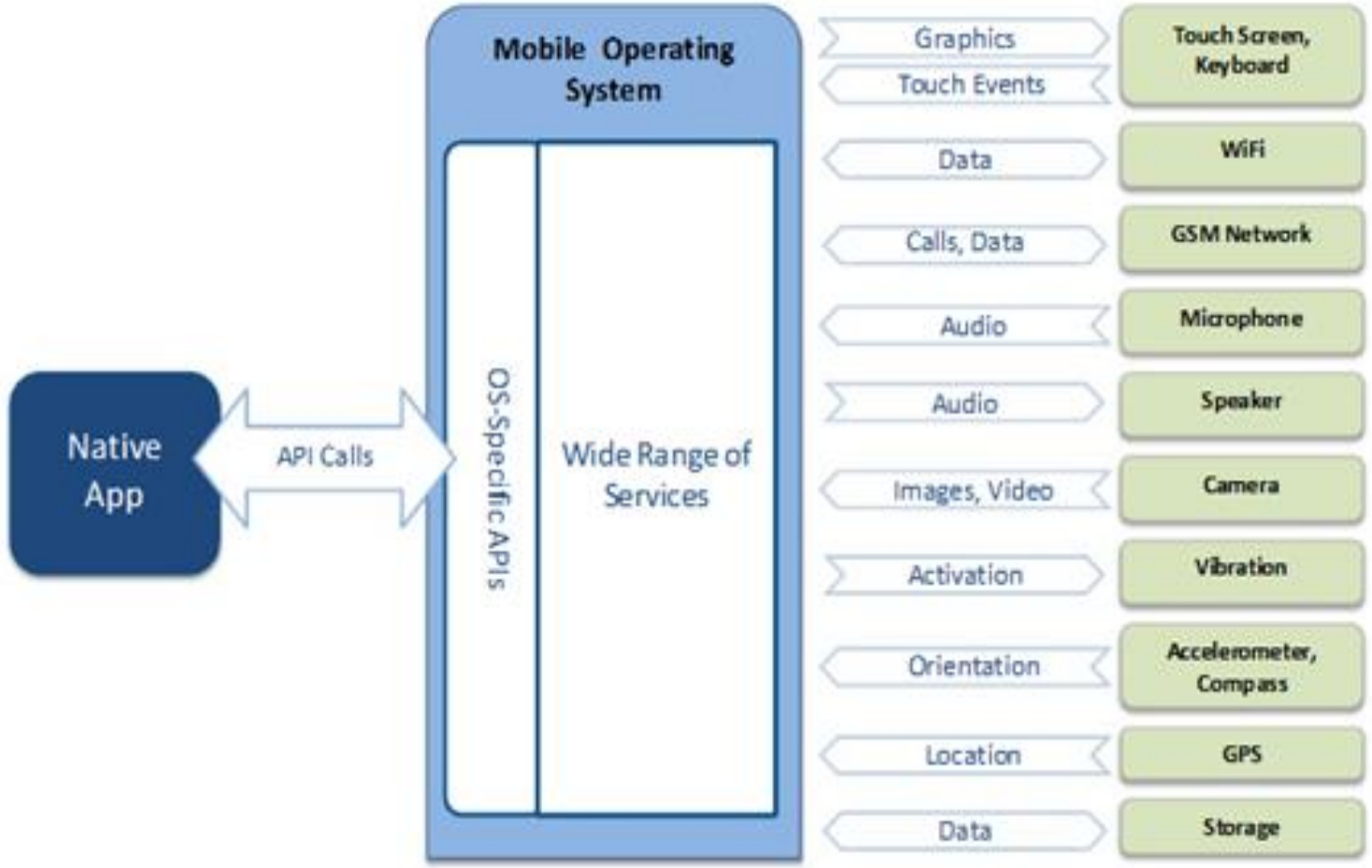
MOBILE APPS: Native APP

Written using the default language for the mobile platform, which is Objective C or Swift for iOS and Java for Android.

Compiled and executed directly on the device.

Using the platform SDK (API), the app can communicate with the platform to access device data or load data from an external website using http requests.

MOBILE APPS: Native APP Anatomy



MOBILE APPS: Native APP

PROS	CONS
Native APIs	Language requirements
Performance	Not cross platform
Same environment	High level of effort