Becoming a Pro What do I have to know before testing Mobile APPs?



Preparing Device for Testing



Charge battery to 100%



Clean cache and storage



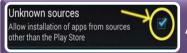
Make sure there is enough memory, RAM, storage to load and run app

Developer options

Turn on Developers Option and enable USB Debugging Box

Select USB Configuration

In Developer Options set USB Configuration to MTP (Media Transfer Protocol)



Allow installation from unknown sources in Settings



Update OS (if automatic updates set to OFF)



Update Native Resources APPs (such as camera, mic, contacts, etc if necessary)

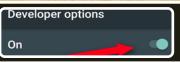


Turn off APP Permissions (optional)

Preparing Test Environment



Make sure that your: Your Computer/Laptop Device Manager showing your Real Device in Device Manager (no conflicts)



Developers Options are ON on Real Device



USB Debugging Box enabled in Developers Options

Update Info

Android Studio latest updates installed



Android Studio / or SDK with Platform Tools installed



Android Studio Terminal path is set to SDK/Platform-tools directory (adb.exe)



Android Studio / AVD Manager → make sure your PC/Laptop is supporting VT-X and HAXM



Android Studio/AVD Manager \rightarrow able to create emulators with different Oss



Android Studio/ adb \rightarrow type adb devices command line

Preparing APP for Testing



I. If it's a first time app is being released in APP Store and Google Play Market place, then check if you can find app using Search Engine keywords from different Browsers



2. Check version #



3. Take a screen shot of your environment



4. Download app and check version # again



5. Check an icon on your Home Screen and APP Tray



6. List all app permissions



7. Create a list of APP permissions and Native Resources your APP will be using



8. Check GUI and Company LOGO



Identify Main Functionality (- ties)



10. Create a list of Primary and Secondary components



11. Create a list of Tests that should be performed

Preparing APP for Testing



12. Check APP in Portrait and Landscape Mode



13. Zoom in/Zoom out



14. Interruption Tests



15. Load APP on as many different devices as possible



16. Load APP on as many Oss as possible



17. Try to Load APP on devices that are not supported



18. Uninstall/Upgrade/Update APP



19. Check Battery Consumption after 15 min.



20. How many devices do you have and if you use Emulator/Simulator for particular tests

List of Mobile Interruptions



What are mobile gestures?



Tap



Swipe



Drag



Slide



Shake



Tilt



Move



Rotate



Pinch (extend)



Press



Pan

Tap and swipe mobile gestures -TAP

Tap and swipe are two common gestures that allow the user to perform primary actions on their mobile devices.

The TAP gesture is essentially a brief touch of the mobile screen surface with the fingertip. Common uses of this gesture in iOS and Android devices include:



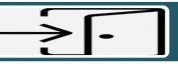
Select or submit



Activate



iPhone Toggle on/off



Cancel or Escape



Enable or Disable



Zoom in/out

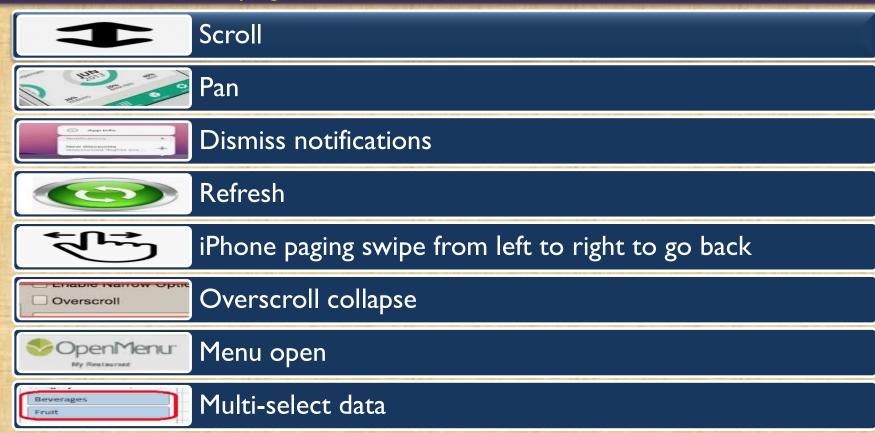


Zoom in to fit

TAP and Swipe mobile gestures - SWIPE

Tap and swipe are two common gestures that allow the user to perform primary actions on their mobile devices.

The SWIPE gesture is a brush of the screen surface with the fingertip. Common interactions with the swipe gesture include:



Android unlock phone