

WELCOME : OVERVIEW

Mobile Applications Testing



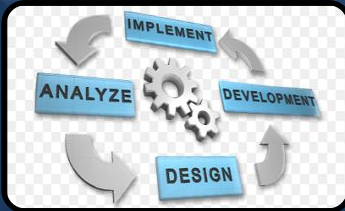
INTRODUCTION: Mobile APP vs Desktop and WEB



Ever since the first cell phone hit the commercial market in 1983, the mobile market has rapidly innovated from a handset that weighed over 2 pounds and could only make one phone call at a time, to a modern-day smartphone that weighs barely 5 ounces and can hold enough apps to practically run your entire life



Lets discuss how testing mobile apps differs from desktop and web testing, and points out the complexities and nuances that make mobile testing a unique skill for testers.



We have witnessed transition from desktop to web and are witnessing another transition from web to mobile.



It is important to understand how testing mobile applications is different from testing browser / desktop applications.

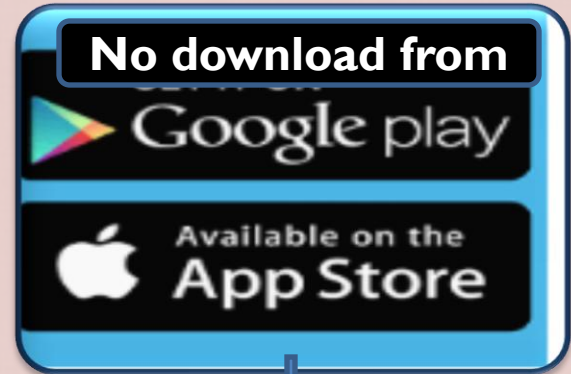
Test Approach: Mobile APP vs Desktop and WEB



Desktop application:
A native application that executes on a user's local machine.



Mobile Native application:
An application built to run natively on a mobile device.



Web applications:
Applications that run 100% within a browser.

INTRODUCTION: Mobile APP vs Desktop and WEB

Desktop application:

This application may or may not have a network component, although most desktops have some kind of network component these days, even if it's just to update itself online.

If you need to update the application, an update needs to be downloaded locally.



INTRODUCTION: Mobile APP vs Desktop and WEB

Mobile application:

The most common devices these days are either iOS or Android based, but there is a small population of Windows mobile users and a few folks still clinging to their Blackberries.

Mobile applications, similar to desktop apps may or may not have a network component

Just like a desktop app, if you need to make an update to this app, something needs to be downloaded and installed.



INTRODUCTION: Mobile APP vs Desktop and WEB

WEB application:

There a group of apps on both the desktop and on mobile that are just web apps, running within an app-specific browser.

An example of one of these would have been the early versions of the Facebook app -- those were just a bunch of web views running within a browser window.

Sometimes those are hard to identify, but a surefire tell is if your app updates without you needing to do anything from the App Store/Play Store.



INTRODUCTION: Testing a SMARTPHONE

Test for reception. Devices which have the same carrier can receive different reception. Perform signal tests at each of the identified major wireless carrier locations.

Call automated systems that specialize in voice recognition.

Call answering machines.

Place calls from indoor and outdoor locations, as well as remote and populated, areas.

Listen to your voice on audio message and voice dialing systems.

Check vibrating alerts, and ringtone volume.

Test the quality of voice dialing, ringtone volume, and the strength of the vibrating alert.

Observe and analyze physical design to assess ease and preference of use, including display quality and size, controls, storage, ports.

Test LTE speed in multiple locations.

INTRODUCTION: Testing a SMARTPHONE (cont)

Test the quality of voice dialing, ringtone volume, and the strength of the vibrating alert.

Assess different microphone and the speakerphone volume levels.

Test the device stereo and mono Bluetooth connections. Try to make calls and play music using Bluetooth technology.

Perform continuous talk-time metrics on the battery life.

Ensure access to a full signal. Then dial in a perpetual loop recording until the phone battery dies.

Measure active battery time against prime battery retention times.

Verify that the phone has Wi-Fi. Check the Wi-Fi speed at distances of up to 150 feet.

Testing must center around both cell phone and smartphone operations, as well as associated carrier connections.

INTRODUCTION: Testing a SMARTPHONE

EXAMPLE : TEST CASES for Device

#	Description
1	Verify that all the required buttons- numbers 0-9, calling buttons etc are present
2	Verify that user can make a call by pressing numbers and hitting calling(green) button
3	Verify that user can make a call by selecting contact person from phone directory
4	Verify that user can reject an incoming call
5	Verify that user can receive an SMS
6	Verify that user can type and send an SMS
7	Verify that the dimension of the mobile is as per specification
8	Verify the screen size of the mobile
9	Verify that the weight of the mobile is as per the specification
10	Verify the font type and size of the characters printed on the keypad
11	Verify the color of the mobile phone's outer body and characters printed on keypad
12	Verify the pressure required to press a key on the keypad

INTRODUCTION: Testing a SMARTPHONE

EXAMPLE : TEST CASES for Device

#	Description
13	Verify that spacing between the keys on the keypad are adequate
14	Check the type of mobile- smart phone or feature phone
15	Check if the mobile is colored or black-white
16	Check the lighting on the mobile screen is adequate- verify in dark or day light
17	Check if mobile phone can be locked out without password or pin
18	Check if mobile phone can be locked out with password or pin
19	Verify that mobile phone can be unlocked with/without password
20	Verify that user can receive call when phone is locked
21	Verify that receiving a call when phone is locked, doesn't unlocked it after call completion
22	Verify that user can select an incoming call and SMS alert ringtone
23	Verify that user can make silent or vibrate mode or incoming calls and SMS
24	Verify the battery requirement of the mobile

INTRODUCTION: Testing a SMARTPHONE

EXAMPLE : TEST CASES for Device

#	Description
25	Verify the total time taken to charge the mobile completely
26	Verify the total time for mobile to get completely discharged when left idle
27	Verify the total talk for mobile to get completely discharged when continuously used in conversation
28	Verify the length of charger wire
29	Verify that mobile can be switched off and ON
30	Verify that user can store contact details on the phone book directory
31	Verify that user can delete and update contact details in the phonebook directory
32	Verify that Call logs are maintained in the Call Logs
33	Verify that received and Sent SMSs are saved in mobile
34	Verify that user can silent the phone during an incoming call
35	Verify the auto-reject option can be applied and removed on particular numbers

INTRODUCTION: Testing a SMART WATCH

Test also for :

Wearability

Screen quality

Battery life

Smooth performance

Built in GPS efficiency

Efficient charging

SmartWatches

require similar primary testing procedures as Smartphones and Tablets.



INTRODUCTION: Testing a HEART MAKER (medical device)

You'll want to test for:

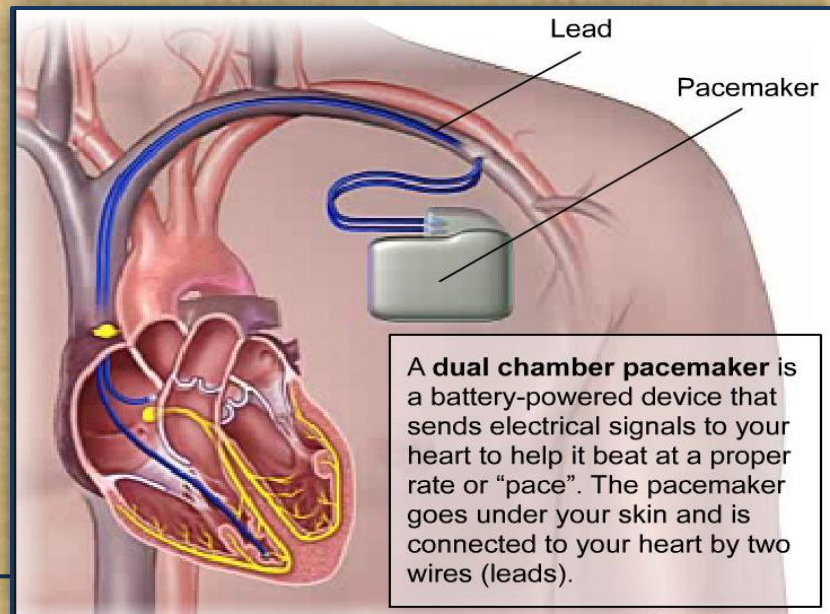
The spectrum of pulse shapes

ECG wave measurements

Measured energy output

Test automation is crucial in testing pacemakers to assure standardized clinical requirements.

Use a defibrillator tester to analyze a **pacemaker**. Perform the specified test loads and measurement algorithms required for operational assurance.



INTRODUCTION: Testing a Fitness Tracker

The primary required attribute is accuracy. Test for in depth fitness analysis that includes the elimination of such deficiencies as:

Overestimated or underestimated performance

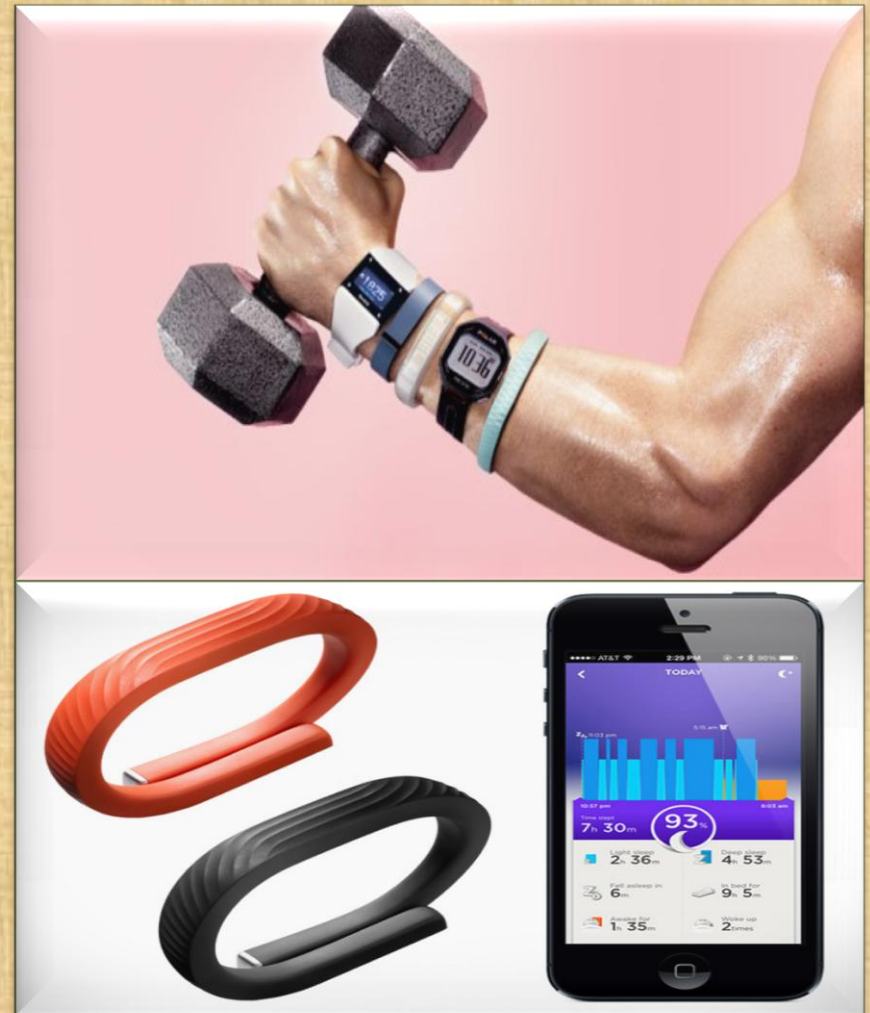
Overestimated or underestimated calories

Lack of useful features

Overestimated or underestimated distances

Overall tracking accuracy

Testing is performed using various scenarios that virtually duplicate normal usage.



Testing Mobile APP vs WEB :

I. Limited Real Estate : **SCREEN SIZE**

MOBILE



Mobile devices are much smaller. Aligning images and text becomes a real challenge in features like portrait and landscape orientation



More variation – even when dealing with the same manufacturer

WEB

Responsive design is relatively easy to code for desktop and laptop browsers – most of which come with predefined ratios



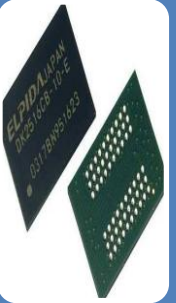
Testing Mobile APP vs WEB : STORAGE and RAM

2.

MOBILE



Limited storage and processing power of today's mobile devices.



Even high capacity phones can quickly fill up as users download apps and multimedia.

WEB

Desktop storage is essentially unlimited (measured in terabytes).

Cloud-based storage is easy to increase, even if this requires charging higher prices to end-users.



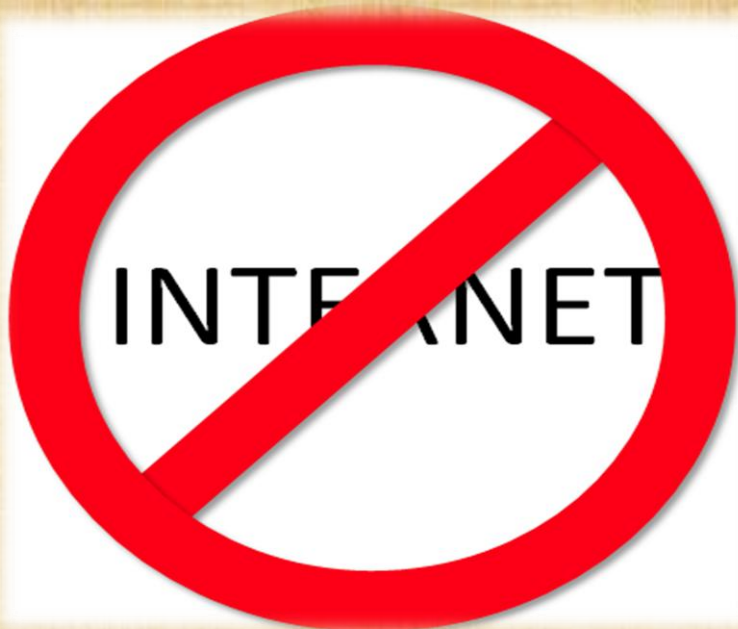
Testing Mobile APP vs WEB :

INTERNET ACCESS

3.

MOBILE

Mobile apps may or may not need online access



WEB

With the exception of a few off-line browser applications (e.g. Gmail), Web-based software always requires an Internet connection.



Testing Mobile APP vs WEB :

4.

MORE CONFIGURATIONS

MOBILE

iOS, Android, Windows OS, and BlackBerry.

Hardware limitations specific to devices manufactured by Nokia, HTC, Sony, Samsung, Apple ,etc

New mobile devices frequently hit the market

Emulators and Simulators



WEB

The majority of today's browsers follow the same basic logic. Chrome is not radically different from Internet Explorer. And Firefox has more in common with Safari than Mozilla

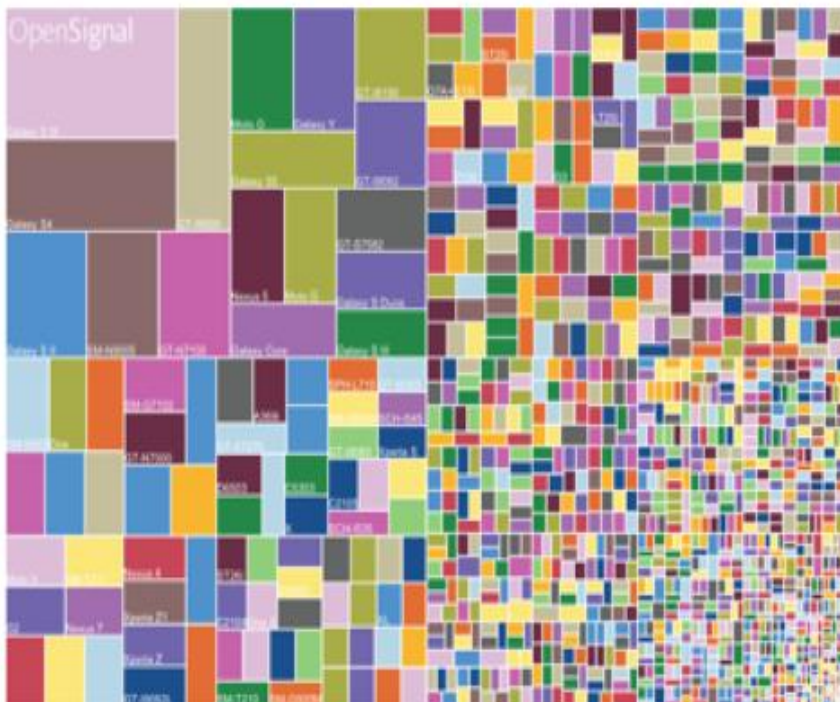
Web-based software testers nearly always have access to the platforms they're testing



Testing Mobile APP vs WEB : (cont)

DEVICE FRAGMENTATION

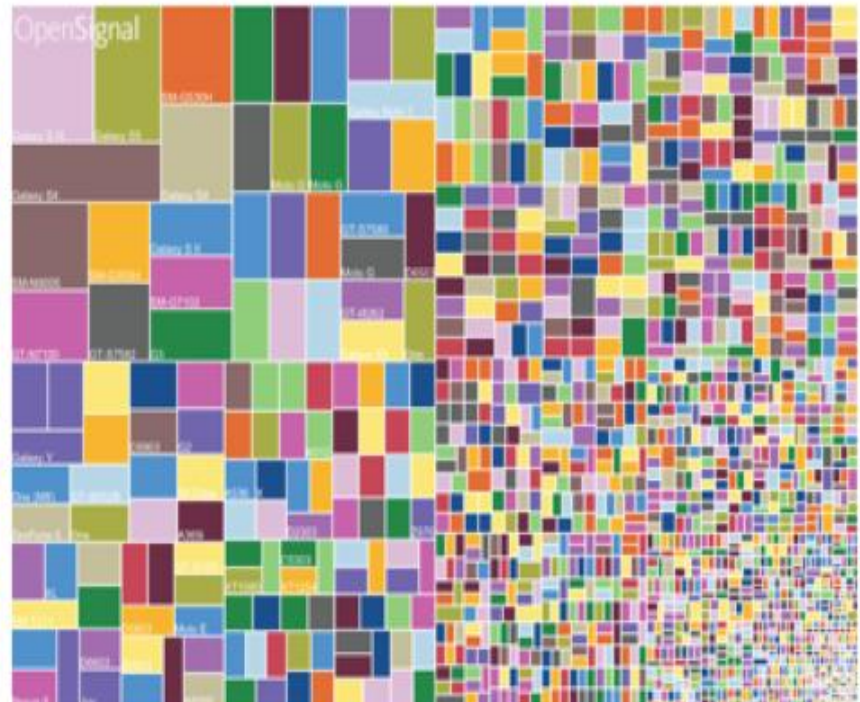
Android Device Fragmentation **24,093** Devices 2016



August 2014

August , 2014

11,868 Devices



August 2014

August 2015

August , 2015

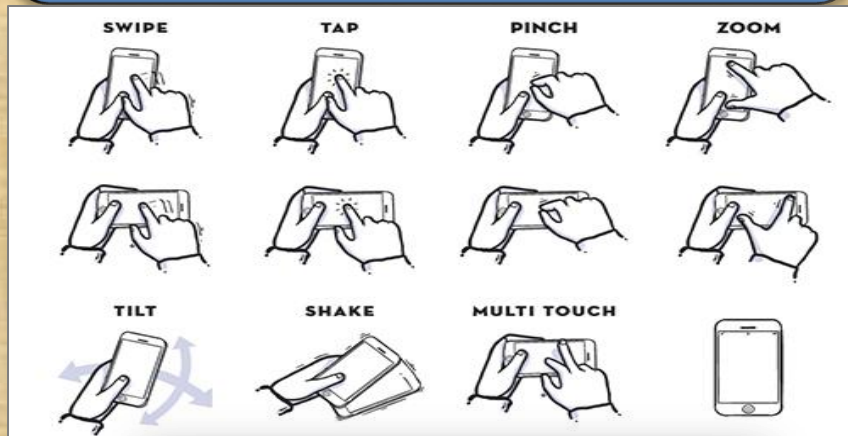
18,796 Devices

Testing Mobile APP vs WEB :

5. INPUT INTERFACE

MOBILE

Touch Screens, USB connections, and even voice recognition (thanks, Siri).



WEB

Usually with keyboards and mouse (although even this is changing)

