

# Becoming a Pro

## IN Mobile Applications Testing



# **Mobile Test Industry Standards :**

## **Testing Strategies for Mobile Apps**

### **USABILITY TEST**

**To ensure that the buttons should have the required size and be suitable to big fingers.**

**To ensure that the buttons are placed in the same section of the screen to avoid confusion to the end users.**

**To ensure that the icons are natural and consistent with the application.**

**To ensure that the buttons, which have the same function should also have the same color.**

**To ensure that the validation for the tapping zoom-in and zoom-out facilities should be enabled.**

**To ensure that the keyboard input can be minimized in an appropriate manner.**

**To ensure that the application provides a method for going back or undoing an action, on touching the wrong item, within an acceptable duration.**

**To ensure that the contextual menus are not overloaded because it has to be used quickly.**

# **Mobile Test Industry Standards :**

## **Testing Strategies for Mobile Apps**

### **INSTALLATION TEST**

**Verify application gets installed properly**

**Verify user can uninstall application successfully**

**Verify app updates are properly installed**

**Verify aborting installation does not affect other features**

**Check app behavior on trying to install it on non-supported version/device.**

**Verify app is installed properly from app store and from side loading**



# **Mobile Test Industry Standards :**

## **Testing Strategies for Mobile Apps**

### **SECURITY TEST**

**Data flow -- Can you establish an audit trail for data, what goes where, is data in transit protected, and who has access to it?**

**Data storage -- Where is data stored, and is it encrypted? Cloud solutions can be a weak link for data security.**

**Data leakage -- Is data leaking to log files, or out through notifications?**

**Authentication -- When and where are users challenged to authenticate, how are they authorized, and can you track password and IDs in the system?**

**Server-side controls -- Don't focus on the client side and assume that the back end is secure.**

**Points of entry -- Are all potential client-side routes into the application being validated?**

# **Mobile Test Industry Standards :**

## **Testing Strategies for Mobile Apps**

### **Platform/OS TEST**

**Different OS ->Android, IOS, Windows**

**Different browsers -> Firefox, Google Chrome, IE, Safari**

**Different Screen Size and resolution**

**OS versions and memory size**

**Hardware capable of interrupt handling without getting hanged**

**Multilingual Support**

**Different Time Zones Support**

# Mobile Test Industry Standards :

## Testing Strategies for Mobile Apps EXTRA

### FUNCTIONAL VS Non-FUNCTIONAL TEST

Unit Testing  
Smoke testing / Sanity testing

Integration Testing (Top Down, Bottom up Testing)

Interface & Usability Testing

System Testing

Regression Testing

Pre User Acceptance Testing  
(Alpha & Beta)

User Acceptance Testing

White Box & Black Box Testing

Load and Performance Testing

Ergonomics Testing

Stress & Volume Testing

Compatibility & Migration Testing

Data Conversion Testing

Penetration Testing

Operational Readiness Testing

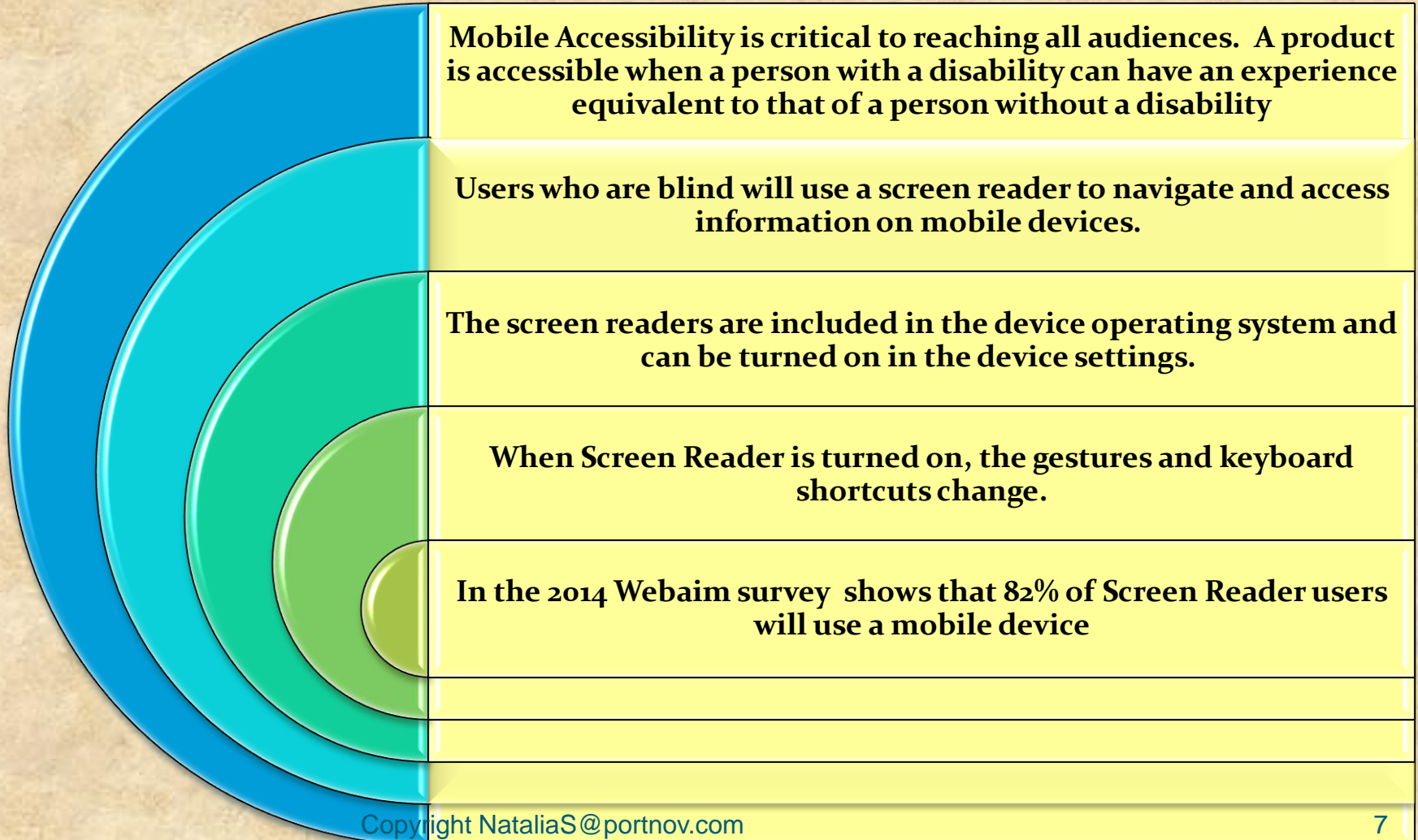
Installation Testing

Security Testing

# Mobile Test Industry Standards :

## Testing Strategies for Mobile Apps EXTRA

### ACCESABILITY TEST ( What is SCREEN READER ?)







# Mobile Test Industry Standards :

## Testing Strategies for Mobile Apps EXTRA

### ACCESSABILITY TEST ( SCREEN READER)

Web Content Accessibility Guidelines (WCAG)

- A person who is blind using a screen reader or a talking browser can navigate your information and interact with it.
- A person with low-vision can magnify the screen and understand the content.
- A person who is deaf or hard-of-hearing can read captions in multimedia presentations.
- A person with a dexterity limitation can use the alternative input devices for all interaction, or can use speech recognition software.
- A person with ADHD or dyslexia can use and understand the content and complete tasks
- Please refer to this link to learn more <https://www.w3.org/TR/WCAG20/>

Screen reader testing on mobile

Zooming site/application

Color ratios

Readability of the site

Navigation