

## MOBILE TESTING

### TESTING CONCEPTS (MANUAL TESTING)

- ✓ Software Development Life Cycle
- ✓ Software Development Models
- ✓ Basics of Software Testing
- ✓ Testing Objectives
- ✓ Software Testing Techniques
- ✓ Types of Software Testing
- ✓ Software Testing Life Cycle

### INTRODUCTION TO MOBILE DOMAIN

- ✓ Introduction to Mobile Testing
- ✓ Device Testing
- ✓ Web Applications Testing
- ✓ Mobile Application Testing
- ✓ Types of Devices/Phones
- ✓ Mobile Testing vs Mobile Application Testing

### MOBILE APPLICATION TESTING

- ✓ Defining Strategy for Mobile Application Testing
- ✓ Technologies & Development
- ✓ Tools available for platforms.
- ✓ Device Fragmentation

### MOBILE PLATFORMS

- ✓ Mobile Operating Systems
- ✓ Different Versions
- ✓ History of Android
- ✓ History of iOS

### TYPES OF MOBILE APPLICATION TESTING

- ✓ Functional Testing
- ✓ Compatibility Testing
- ✓ Usability Testing
- ✓ Performance Testing
- ✓ Stress Testing
- ✓ Load Testing
- ✓ Interrupt Testing
- ✓ Installation Testing
- ✓ Uninstallation Testing
- ✓ Updates Testing
- ✓ Backup & Restore Testing

- ✓ Power Consumption Testing
- ✓ Memory Leakage Testing
- ✓ Certificate Testing

### USER INTERFACE TESTING

- ✓ Screen Orientation/Resolution
- ✓ Touch Screens
- ✓ Soft & Hard Keys
- ✓ Trackballs, Track wheels & Touchpad's

### EXTERNAL FACTORS TESTING

- ✓ Network Connections
- ✓ SD Card Interactions
- ✓ Bluetooth Testing
- ✓ Device Options & Preferences
- ✓ Localization & Globalization
- ✓ Database Testing
- ✓ Hardware Components
- ✓ Device Management Tools
- ✓ UDID for iOS
- ✓ Provision Profile for iOS

### SECURITY TESTING

- ✓ What is SSL?
- ✓ Authentication and Authorization
- ✓ Session Handling
- ✓ Sensitive Information
- ✓ Web Applications

### EMULATORS

- ✓ What is emulator?
- ✓ Challenges in Device's and emulator
- ✓ Configuring the emulator
- ✓ How to Install apps on emulator
- ✓ Testing the Sample Application with emulator
- ✓ Test Case Creation & Execution
- ✓ Best Practices in Defect Reporting
- ✓ Native vs Web Applications

### CAPTURING LOGS

- ✓ Android
- ✓ iOS
- ✓ BlackBerry

### REMOTE DEVICE SERVICES

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- ✓ Overview of Remote Device Services
- ✓ Introduction to DeviceAnywhere

## API / WEB SERVICES

- ✓ Why Web services?
- ✓ Testing Web service's

## INTRODUCTION TO AUTOMATION TOOLS

- ✓ Why automation is needed?
- ✓ When to implement automation & Tools available

## CHALLENGES IN MOBILE APPLICATION

- ✓ Environment
- ✓ Application
- ✓ Users
- ✓ Device
- ✓ Network
- ✓ Automation

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