

Q1.What are the popular Mobile operating systems?

Answer:

The most popular mobile operating system are :

1. Android.
2. IOS(Apple).

Q2. Five key challenges in mobile application testing?

Answer:

The major challenges in mobile application testing are:

1. Different Mobile Devices
2. Various OS Platforms
3. Different Mobile App Types
4. Numerous Test Interfaces
5. Variety Of Testing Tools

Q3.Two categories of Mobile Testing and the difference between them?

Answer:

The two categories of Mobile Testing are:

1. Mobile Device Testing: This type of testing is generally being done to ensure the quality of a mobile device. Testing includes hardware and software testing for a mobile. We will discuss here the different types of testing which are generally being carried out on a mobile devices.
2. Mobile Application Testing: Mobile application testing is a process by which application a software developed for handheld mobile devices is tested for its functionality, usability, and consistency. There are different types of testing which can be performed on a mobile device. Like Functional Testing, Laboratory Testing, Performance Testing, Installation testing etc.

Q4.What are the extensions for the Android and iOS executable files?

Answer:

Android -apk(Android Package)

IOS-ipa(iOS App Store Package)

Q5.What are the Pros and Cons of Hybrid, Native and Web app?

Answer:

Pros of Hybrid APP:

- Developing a Hybrid App is cheaper than developing a Native App. It can be built for cross-platforms, i.e., reduced cost for App development.
- Maintenance is simple, as there are not many versions to be maintained.
- It can take advantage of a few features available in the device.
- It can be found in the App Store, which makes the distribution easy.
- It has a browser embedded within the app only.

Pros of Native App:

- Native Apps live on the device and are accessed through icons on the device home screen.
- They can take full advantage of all the device features — they can use the camera, the GPS, the accelerometer, the compass, the list of contacts, and so on. They can also incorporate gestures (either standard operating-system gestures, and app-defined gestures).
- Native apps can use the device's notification system and can work offline.
- Publishers can make use of push-notifications, alerting users every time a new piece of content is published or when their attention is required.
- Native Apps maintain UI design of each operating system, thus they offer the best user experience. For example, a Native App can have a left-aligned header in Android and a center-aligned header in iOS.
- Redistribution is easy, as it is found in app store.

### Pros of Web App:

- Easy access.
- Easy Development: Developing responsive design and restructuring the content to be properly displayed on a smaller screen/hardware will make any desktop website mobile friendly.
- Easy update: Just update in one location and all the users automatically have access to the latest version of the site.
- No installation required, as compared to native or hybrid app.

### Cons of Native App:

- High cost for building the app : Native apps developed for one platform will not run on another platform. An App built for Android will not run on iOS. We need to build a different App altogether for iOS. Because of this reason, we need to maintain multiple versions of the App.
- Even though you might publish native Apps, you'll want to keep the mobile website well maintained, as mobile brings more traffic. So maintenance is higher.

### Cons of Hybrid App:

- Graphics are less accustomed with the operating system as compared to Native Apps.
- Hybrid Apps are slower than Native Apps.

### Cons of Web App:

- Mobile websites cannot use some of the devices features. For example, access to the file system and local resources isn't available in websites.
- Many existing websites don't support offline capabilities.
- Users won't have the app's icon on their home screen as a constant reminder. The website needs to be opened in a web browser only.

- While native and hybrid apps appear on the App Store and Google Play, web apps won't. So redistribution is not that sensible.

Q6.List down the types of testing we perform for mobile apps?

Answer:

Types of testing we perform for mobile apps:

- Functional Testing
- Compatibility Testing
- Localization Testing
- Performance Testing
- Security Testing
- Power Consumption Testing
- Interrupt Testing
- Usability Testing
- Installation Testing
- Uninstallation Testing
- Certification Testing
- Mobile UI Testing

Q7.What is the best way to test different screen sizes of the devices?

Answer:

Usually we can't actually test every screen configuration. We should test the extremes--a big tablet, a really small phone, a low DPI and very high DPI phone. Either use physical devices or make a couple of emulators to simulate it.

Q8.What is meant by Responsive testing in Mobile sites?

Answer:

**Mobile responsive** web design is an approach followed in the **website** development to give the users a decent viewing experience on whatever device they are viewing. Google gives priority to the **mobile-friendly sites** in their search results and hence it becomes important to design your **website** by keeping this in mind.

Test cases covered under responsive testing:

- 1) Verify whether the content fits on the screen and is not cut out or distorted.
- 2) Verify whether the videos are loading and do not have broken links in it.
- 3) Verify whether the text color, the font etc, remain the same.

- 4) Verify whether zooming out doesn't distort the web page content, images, and videos.
- 5) Verify whether a fast scrolling doesn't distort the content.
- 6) Verify whether the links are working well and if they take the user to the appropriate page.
- 7) Verify whether the web page is not timing out or taking too long to load.
- 8) Verify whether changing from landscape to portrait mode or vice versa adjusts the content accordingly.
- 9) Verify whether the images of different types like .jpg, .png, .gif etc are shown as expected.
- 10) Verify whether the links become clickable when zoomed on small screen phones.
- 11) Verify whether navigating between web pages doesn't distort the content etc.

Q9.What do you understand by usability? Why it is more important to be taken care of? Give 3 points of usability from real-time apps you have in your phones.

Answer:

Usability is part of the broader term "user experience" and refers to the ease of access and/or use of a product or website. What the user wants to do with interface and the user's environment determine its level of usability.

In the international market the challenges are big, so only those softwares will get success whose UI/UX is easy and more understandable.Hence, Usability Testing needs to be taken into account.

3 points of usability from real-time apps are:

1. Menu bar in Amazon,flipkart.
2. Search option recommendations really helps in finding the results.
3. Since the size of mobile is small so we need to have focus on clean and simple interface so that every links and elements are visible and understandable.

Q10.Should the user(QA) use their own devices or provided devices to perform usability testing?

Give the reasons if you strongly feel "Yes" or "No", or if you feel we can go with both ways together.

**Answer:**

For usability testing one should use maximum number of devices for testing ,but the primary focus should be on testing the provided devices instead of own devices because the provided devices includes all the majorly used mobile phones in the market, which means that provided devices are more beneficial than using own device.

But for better result we should tests both the provided and owned devices.

**Q11.What do you mean by Soft Keys and Hard Keys in mobile?**

**Answer:**

**Soft Keys** are different from **Hard Keys** because they are dynamic and can be changed. **Hard Keys** always have the same function and cannot be changed. An example of a **hard key** is the Hold **Button**, or the Volume up or Down **Button**.

**Q12.Difference between Mobile application testing and web application testing?**

**Answer:**

Like web application testing, Mobile application testing is also based on same test strategy and methodology. The difference could be in the tools used for testing, some common tools used for mobile application testing are Sikuli, TestComplete, FoneMonkey, Robotium, etc.

Mobile application types are categorized into three section

- Web Application- It is accessed by users over a network like internet or an intranet
- Native Application- It is developed for specific platform and installed on a computing device
- Hybrid Application- It combines elements of both Web and native. Eg Facebook.