|  |  |
| --- | --- |
| Checklist for Android | |
| 1. Ways of app compilation | 1) Check the app on ART/ Dalvic virtual machine |
| 2. Buttons | 2) Reaction of the app on "Home" button |
|  | 3) Reaction of the app on "Back" button of the device |
|  | 4) Reaction of the app on applicational "Back" button |
|  | 5) Reaction of the app on "Menu" button |
|  | 6) Reaction of the app on "Sleep" button |
| 3. Updates (OS and app) | 7) Correct work and saving all the app data when updating OS |
|  | 8) Simplicity of application updating, with saving all user’s data |
|  | 9) Make sure that a new app version supports the same OS versions as the old one |
|  | 10) Checking the places where the changes in a new version took place |
|  | 11) Ability to update an app in different ways: Wi-Fi, 3G, downloading from PC |
|  | 12) Downloading an app from different stores: Google play, Yandex store, Sumsung Galaxy Apps, Amazon Apps, etc. |
| 4. Working with a memory card | 13) Downloading an app to SD card |
|  | 14) Transfering an app from inner memory to SD card |
|  | 15) Transfering an app from SD card to inner memory |
|  | 16) Work of an app that saves data to sd card but is on the device itself |
|  | 17) USB connect |
|  | 18) Inability to create an app widget when it is saved on SD card |
| 5. Internalization | 19) Support of different languages |
|  | 20) Correct translation of evere element/ button/ text in the app |
|  | 21) Checking that all the inscriptions are included and well-cut by size to the correspondent buttons, forms, etc. |
|  | 22) Checking of date formats, dividers in numbers, that are specific for particular localization |
| 6. Classific testing | Check that: |
|  | 23) The app has a unique name |
|  | 24) The setting app file (.apk) should correspond to “Program Policies” |
|  | 25) The app is provided with a link to perform a feedback to developers |
|  | 26) The name of the app should adhere to a particular order of versions managing |
|  | 27) The app shouldn’t contradict the document “UIG” |
| 7. Usability testing | 28) Attractiveness of all the elements |
|  | 29) Simplicity of navigation |
|  | 30) Simplicity of using an app on sensor screens |
|  | 31) Correspondence of app resource consuming to the users’ needs |
| 8. Crossbrowser testing | 32) Testing on native as well as on vendors browsers |
| 9. Crossplatform testing | 33) Correct work on every device with any configuration for which the app has been worked out |
|  | 34) Correct app work with different OS versions |
|  | 35) Testing on unreleased OS versions |
|  | 36) Testing on native Nexus and vendor OS |
|  | 37) Support of necessary media-files by the particular OS version |
|  | 38) Different screen resolutions |
|  | 39) Testing on devices with different functional and with different hardware |
| 10. Device resources | 40) Memory leak in windows with a lot of information (long lists) |
|  | 41) Memory leak with a longlasting workflow |
|  | 42) Memory leak when image cashing works incorrectly |
|  | 43) Shortage of memory for OS functioning, when the app is active |
|  | 44) Shortage of memory for OS functioning, when the app works in the background |
|  | 45) Shortage of free space to install or processing the app |
|  | 46) Absence of some functions that are supported by the app in devices (3G, SD-card, etc) |
| 11. Screen size and touch-interface | 47) Testing on devices with different screen sizes |
|  | 48) The size of the elements of the application are convenient to click at. |
|  | 49) Absence of empty screens in the app |
|  | 50) Correct reaction on multiple quick clicks on a certain button/element |
|  | 51) Multitouch – pressing several buttons simalteniously |
|  | 52) Presence/ absence of native gestures |
| 12. Reaction on outer interruptions | 53)Correct work while receiving incoming and outcoming SMS, MMS, calls |
|  | 54) Work of the app when accepting/ rejecting a call |
|  | 55) Check how does the application looks like when there is an incoming SMS, MMS, call |
|  | 56) Check the UI when the app hangs in a call |
|  | 57) Correct work of the app when there come notifications from other applications |
|  | 58) App behaviour when turning off the device |
|  | 59) App behaviour when taking out a battery |
|  | 60) App behaviour when using up of a battery |
|  | 61) App behaviour when a device is transfered to a standby (sleeping) mode with/without a password |
|  | 62) Changing of the device orientation (landscape/portrait) in a standby mode |
|  | 63) Connecting/ disconnecting a wire |
|  | 64) Turning a network on/ off |
|  | 65) Turning Bluetooth on/off |
|  | 66) Turning Airplan mode on/ off |
|  | 67) Turning GPS on/off |
|  | 68) Connecting/disconnecting SD card |
|  | 69) Connecting/disconnecting extra equipment (e.g. headset, keyboard) |
|  | 70) Charging of a battery |
|  | 71) Incoming system messages |
| 13. Accelerometer | 72) Open app in a landscape mode |
|  | 73) Rotate a device from a landscape to a portrait mode |
|  | 74) Rotate device from a portrait to a landscape mode |
| 14. Dependance on network | 75) Network interruption |
|  | 76) Unstable network |
|  | 77) Work of an app with cellular network |
|  | 78) Work of an app with Wi-Fi network |
|  | 79) Switch from cellular network to Wi-Fi |
|  | 80) Switch from Wi-Fi to cellular network |
|  | 81) Switch between WI-Fi networks |
| 15. Giving an ability of a feedback | 82) All the pressed elements/buttons have a pressed state - a response to an action |
|  | 83) Focused state of the elements |
|  | 84) High speed of app response of the elements/buttons having been pressed |
|  | 85) Messages while downloading content or a progress-bar |
|  | 86) Messages when there are errors in a network connection, BT, GPS |
|  | 87) Messages when trying to delete important information |
|  | 88) A message/ screen when ending a process in the app/ end of the game |
|  | 89) Presence and synchronization of sounds and vibration with notifications and other events on the screen |
| 16. Chargeable content inside/outside the app | 90) Correspondence of the price and the content, described in the app,to the one that is gained by users |
|  | 91) Restoration of a purchase |
|  | 92) Updating an app |
|  | 93) Direct purchase in application stores |
|  | 94) In-app purchase |

|  |  |
| --- | --- |
| 17. Other (different) | 95) Performance testing |
|  | 96) Geolocation |
|  | 97) Using a landscape keyboard |
|  | 98) Delete an app with all data/reinstall the app |