

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) Transferring an app from inner memory to SD card
	15) Transferring 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 caching 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 transferred 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. Dependence 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