# Mobile Application Testing

## Types of Mobile Testing

Testing Types	Focus Area
Functional Testing	Validate workflows, UI behavior, and expected outputs.
Performance Testing	Assess speed, responsiveness, load handling, resource usage.
Accessibility Testing	Ensure app usability for users with disabilities (screen readers, contrast, etc).
Compatibility Testing	Verify across OS versions, screen sizes, hardware specs.
	Check vulnerabilities, secure data handling, permission control.
<b>♯</b> Usability Testing	Evaluate intuitiveness and user-friendliness.
Automation Testing	Speed up testing with reliable test scripts.

### Tools Used in Mobile Testing

Functional Testing Tools:

Android Emulator, Real Device Browsers, LambdaTest

Performance Testing Tools:

JMeter, LoadRunner

Automation Tools:

Appium, Xcode, BrowserStack, Katalon, Ranorex, Robot Framework, RestAssured

Security Testing Tools:

OWASP ZAP, MobSF, Burp Suite (optional additions)

### **Mobile Testing Strategies**

Stage	Description
Requirement Analysis	Target OS, devices, networks, key features.
★ Tool Selection	Based on app type and testing goals.
Test Design	Functional, UI, API, Performance, and Security flows.
Device Matrix	Mix of real devices and emulators.
Continuous Test Execution	Integrate with CI/CD for fast feedback.
Reporting	Track pass/fail, metrics, and insights.
Strategic Testing	Helps minimize risk and build user trust.

#### Best Practices in Mobile Testing

- Proven ways to improve test efficiency, coverage, and reliability:
- Combine real devices & emulators for balanced coverage.
- Test across screen sizes & OS versions to avoid UI issues.
- Automate stable flows; manually test critical paths.
- ☐ Simulate 2G/3G/4G/Wi-Fi/Offline network modes.
- Monitor battery, memory, and crash performance.
- Run regression tests before every release.
- Include accessibility tests for inclusivity & compliance.

Detailed <u>test cases</u> for each testing type are available in the accompanying spreadsheet.	

## Thank you