

1. What is Mobile Testing?

Mobile Testing is a process to test mobile applications for usability, functionality, and consistency. It includes testing on different devices, OS versions, and screen resolutions.

2. What are the types of mobile applications?

There are three main types: Native Apps, Web Apps, and Hybrid Apps.

3. What is the difference between Emulator and Simulator?

Emulator mimics both hardware and software, mostly used for Android. Simulator mimics only the software, mostly used for iOS.

4. What is Appium?

Appium is an open-source tool for automating native, mobile web, and hybrid applications on iOS and Android platforms.

5. What are Desired Capabilities in Appium?

They are key-value pairs used to set up the driver and define the test environment like `deviceName`, `platformName`, `appPackage`, etc.

6. How do you inspect mobile elements?

Use tools like UIAutomator Viewer (Android) or Appium Inspector to locate UI elements.

7. What gestures can be automated in Appium?

Tap, swipe, scroll, long press, and drag-and-drop gestures can be automated.

8. What is ADB in Android Testing?

ADB (Android Debug Bridge) is a command-line tool to communicate with an Android device for installing APKs, taking logs, etc.

9. How do you write test cases for mobile apps?

Include Test Case ID, Description, Steps to Reproduce, Expected Result, Actual Result, and Status. Use tools like Excel or TestRail.

10. What are the challenges in Mobile Testing?

Device fragmentation, network variability, OS compatibility, and battery/resource limitations.