HOW TO CHOOSE DEVICES, OS, AND BROWSERS FOR COMPATIBILITY TESTING?

7 KEY FACTORS TO CONSIDER

COMPATIBILITY TESTING FOR EXISTING PRODUCTS

If a client doesn't have a specific request, it is a task for a software testing company to choose the combination that will work best.

COMPATIBILITY TESTING FOR EXISTING PRODUCTS

To learn this, look into Google Analytics. Get a traffic overview with total visits and traffic by countries and sources in SimilarWeb.

Start the research with the following questions:

- What are the leading device manufactures?

- What are the most common screen sizes?

- What are the most used OS and their versions?

- What are the most widely-used browsers?

- How does this data vary across different regions?

REAL DEVICE TESTING FOR NEW PRODUCTS

DEALING WITH LESS POPULAR DEVICES AND SPECIFICATIONS

Test the basic functionality on recent browser and OS versions first, since not all users enable automatic updates. It goes for both website and mobile app testing.

If you are aware of a certain problematic area, testing it is worth the time in most cases. It can be a particular browser or its version, OS version, screen resolution, or device model that is prone to defects.

A RISK-BASED APPROACH IN REAL DEVICE TESTING

HOW MANY DEVICES ARE ENOUGH?

According to BrowserStack, there were **63,000** possible browser-platform-device combinations as of 2019.

As it turns out, you can reach

70-80%

of global devicecoverage by testing a website across:

3	device types (mobile, desktop, and tablet);
2	iOS versions;
5	stock Android versions and eight vendor implementations;
6	browser families;
LATEST	latest browser versions of each family;
10	screen resolutions.

! Keep in mind that there is no need to test on each possible combination. Just make sure to cover each option at least once.

It is essential to check at least several options before the release. For example, if your product is **a website or a web application**, check it on the latest versions of:

- Google Chrome, Firefox, and Microsoft Edge on Windows;

- Safari and Google Chrome on Mac;

- an iPhone and an Android phone;

- an iPad and an Android tablet.

If it is a **mobile app** that is due to be released, test it on at least two iPhones and two Android models, an iPad, and an Android tablet.

COMPATIBILITY UNDER TIGHT DEADLINES