Mobile Testing

Here is a quick list of stuff to consider when mobile testing. Look within the “Web Testing and Performance” for the main areas of test.

# Additional Things to Consider

* Tap areas (usability)
* Text size and rendering
* Adaption for different screen sizes
* Bandwidth and load time

# Testing Native Apps

* Download and Installation (Download properly and installs, fast and efficient. First time install or an upgrade?
* UI, especially empty states. (Whatsapps no contacts, Facebook no friends etc)
* Suitable UX (User experience)
* Functionality
* Conformity to platform conventions
* Connectivity/Offline ( no connectivity/loses connection halfway through process)
* Settings (in-app or in-phone settings)(integration testing)
* Update Process (updates okay/doesn’t overwrite data)
* Security (look at security guidelines/look at security errors, test against)
* Battery Drain(usage)

# How can we test?

Emulators

Real Devices

