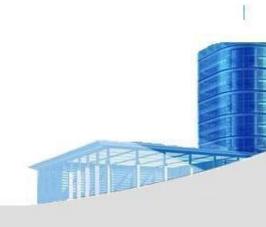


Ch.26 Testing Mobile Applications







26.1 Mobile App Testing Strategy Questions

- Do you have to build a fully functional prototype before you test with users?
- Should you test with the user's device or provide a device for testing?
- What devices and user groups should you include in testing?
- When is lab testing versus remote testing appropriate?







26.2 Mobile Testing Guidelines

- Understand the network landscape and device landscape.
- Conduct testing in uncontrolled real-world test conditions.
- Select the right automation test tool.
- Identify the most critical hardware/ platform combinations to test.
- Check the end-to-end functional flow in all possible platforms at least once.
- Conduct performance, GUI, and compatibility testing using actual devices.
- Measure MobileApp performance under realistic network load conditions.





26.3 Mobile App Testing

- Conceptual Testing
- Unit and System Testing
- User Experience Testing
- Stability Testing
- Connectivity Testing
- Performance Testing
- Compatibility Testing
- Security Testing
- Certification Testing







26.4 Automated Testing

- Feasibility analysis
- Proof of concept
- Best practice test framework
- Customize testing tools
- Test under real world conditions
- Rapid defect resolution
- Reuse of test scripts







26.5 Stress Test Cases

- Running several mobile apps on the same device
- Infecting system software with viruses or malware
- Attempting to take over a device and use it to spread spam
- Force the mobile app to process inordinately large numbers of transactions
- Storing large amounts of data on the device







26.6 Mobile Usability Elements

- Functionality
- Information architecture
- Screen Design
- User input mechanisms
- Mobile context taken into account
- Interface usability
- Trustworthiness
- Feedback
- Help facilities







26.7.1 Specialized Usability Tests

- Gestures
- Voice input and recognition
- Virtual keyboard input
- Alerts and errors
- Case Study





案卷拍拍

现场抓拍

记录查询2



现场微信

12:30 20"

12:31 10"

拍照

按住说话

确认上报



26.7.2 "现场抓拍"测试用例要点

- 能否成功调用摄像头进行拍照?
- 能否成功调用麦克风发布语音消息?
- 语音消息过长(30秒以上)上传失败,是否有提示弹出?
- 语音消息过多(3条以上)上传失败,是否有提示弹出?
- 点击"确认上报"能否正确上报?上报成功后是否有提示?
- 遇到网络连接错误是否有警告?
- 上报成功后"记录查询"模块是否自动增加一条新的记录?







26.8.1 Mobile App Testing Tools

- Mobile page compliance checkers
- Mobile browser emulators
- Device emulators
- Key logging and playback
- Network monitors
- Mobile analytics collectors







26.8.2 Tool Sample:某在线测试云平台

- 云测试:一键提交,多设备多系统全自动测试服务
- 安装卸载测试:检测安装/卸载APP是否能正常完成
- 遍历测试: 遍历APP所有控件, 并记录崩溃现象和操作路径。
- UI适配测试:判断APP是否完美匹配所有屏幕尺寸
- 稳定性测试:对APP进行压力测试
- 云调试远程可视化调试,快速定位并调试
 - 提供百余种真机测试机和模拟器
 - > 降低开发成本
 - ▶ 针对某款测试机单独安装APP,对操作过程进行日志跟踪, 远程可视化调试
- 在线测试云平台
 - ▶ 百度移动云测试中心: http://mtc.baidu.com/
 - ➤ Testin 云测: http://www.testin.cn/



26.8.2 Tool Sample:某在线测试云平台

	设置测试项	选择测试终端		开始测试		提交上架	
端选择 今	日您已测试0台,4	次可选终端700台	(每台手机最多能测	∮5次/日,相同APF	最多能测3次/日)		
! 应用需至少	〉选择5款以上机器进行	「测试后才可提交上架 「测试后才可提交上架	至手机助手,详情请参	参考帮助文档			
主 : 标注 (Hot) 为目前市场主流,杨	注(New)为新加入。	分类				
品牌名称:							
Dell	□ нтс	☐ LG	\square OPPO	□ TCL(包括电视)	□三星	□ 中兴	□ 华为
□ 华硕	□ 夏新	□ 小米	□ 摩托罗拉	□ 朵唯	□ 步步高	□ 海信	□ 海尔
□ 百度易手机	□ 索尼	□ 索尼爱立信	□ 联想	□ 酷派	□ 金立	□ 阿尔卡特	□ 魅族
系统版本:							
android 2.2	2.2	android 2.3.3	3	android 2.3.4		android 2.3.5	
android 2.3	3.6 HOT	android 2.3.7	,	android 4.0.3	нот	android 4.0.4	нот
android 4.1	1	\square android 4.1.2	2	android 4.2.1	NEW	android 4.2.2	
android 4.3	1	android 4.4.2	2				
分辨率:							
☐ 1080x1920	☐ 1280x720	☐ 1280x800	☐ 1920x1080	☐ 240x320	☐ 320x480 HOT	☐ 480x320	☐ 480x800 Hor
☐ 480x854 HE	□ 540x960	☐ 720x1280	☐ 800x1280	☐ 854x480	☐ 960x540		