

Interview Q&A	Answers
Where can you find the current OS version of your Mobile Device?	In iOS, Go to Settings, General , About -- you can find the details about os version. in Android --> Go to Setting --> About phone--> you can find the details
How to activate “Flight” Mode on Android/iPhone and when this mode could be used during testing.	In iOS, Go to Settings, Airplane Mode - ON / OFF In Android ,Settings--> Network & Internet --> Airplane Mode  Airplane mode shuts off many of the battery-draining features, so that your phone performs only the basic functions. You can use flight mode when you need to test applications without communication from phone/sim/network. Airplane mode blocks your smartphone or tablet from connecting to networks
You’ve started to work with your device and you observe a crash. How do you collect logs?	*Unlock developer options On your Android device, go to Settings > Developer options > Take bug report adb bugreport <local path and file name> adb logcat > filename.log  For iOS, Settings-> Privacy--> Analytics & Improvement --> Analytics data xcrun simctl spawn booted log stream --style=json
How do you use ADB bug report command to collect the logs?	Run a Command Prompt: 1. Connect the single device over USB 2. run "\$ adb bugreport {local storage path-name}" 3. find the errors related to your applicaiton using the keyword
What is the main difference between ‘adb logcat’ and ‘adb bugreport’?	adb logcat - showing log in real time, you can filter adb logcat files. describes all the logs which has information, error, warning, fatal. contains several commands for filter.The Logcat window in Android Studio displays system messages, such as when a garbage collection occurs, and messages that you added to your app with the Log class. It displays messages in real time and keeps a history so you can view older messages.  whereas abd bugreport - collect a whole info log for last lession, file may be big. It has many information which is not needed for QA This is the bug report and it contains diagnostic output for system services (dumpsys), error logs (dumpstate), and system message logs (logcat). The system messages include stack traces when the device throws an error, and messages written from all apps with the Log class. The bug report also contains a systrace.txt file, which captures and displays the execution time of your application processes and other system processes in order to analyze the performance of the app under test.
You use the Youtube application, how can you get a log file for it?	//Get the package name of youtube from adb shell pm list packages -f <app name> adb logcat   grep <keyword> Check with some applications and use that keyword

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<p>You are using the Gmail app, you are typing the mail and the crash happened. How do you justify that crash was in the particular app?</p>	<p>On terminal:  Adb logcat   grep -i FATAL shows only falcon one only 1 line-not informative'  Adb logcat   grep null</p> <p>Also, you can use filter logs with severity Error .  Based on results use Find &lt;keyword related to gmail&gt; .  If it returns results related to Gmail, then it proves that crash was populated from Gmail otherwise, some application initiated the crash  Also use Error severity for logcat to double check and be confident in results.</p>
<p>List some details on how you would report a defect back to the engineering team.</p>	<p><b>BUG REPORT ON MOBILE TESTING</b>  Include A: or iOS: in front of your bug report title  Include labels  Crash - if the app is crashing;  <b>EXAMPLE FOR MOBILE BUG REPORT:</b>  Precondition:  Steps to reproduce:  Expected result:  Actual result:  <b>FOR ENVIRONMENT/BUG REPORT:</b>  Installed App Version:  Emulator: / Simulator details  Android version: 11.0 /iOS version :  Host Machine:</p> <ol style="list-style-type: none"> <li>1. Try to reproduce in your test environment.</li> <li>2. Check the requirements.</li> <li>3. Try to reproduce in different environment</li> <li>4. File the bug with the detailed steps</li> <li>5. Check with the developer if accesible.</li> </ol> <p>If you have filed a bug, if there is no response for a week or two, if deadline is approaching and is a blocker</p> <ol style="list-style-type: none"> <li>1. Include QA team lead in your conversation</li> <li>2. Esc to Prod owner if not address.</li> <li>3. Talk to developer and Include Product owner</li> <li>4. Escalate in daily scrum</li> </ol> <p>It is the responsibility of QA to make sure that their bugs (which are critical/ blocker) are taken care of.</p>
<p>How do you enable Developer options on Android devices?</p>	<p>By tapping Build number 7 times in Settings&gt;About Phone&gt;(Software Information)&gt;Build number. At the top of the Developer options screen, you can toggle the options on and off.  Enable USB debugging.</p>

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How to access Developer settings on an iOS device? (we didn't cover this during the lesson, try to find information)	<p>1.Open the Xcode app on your Mac.</p> <p>2.Plug your iPhone into your Mac. Use your USB cable to plug your phone into your computer. Trust the device / give permission to access the device.</p> <p>3.Open the Settings app on your iPhone's Home screen.</p> <p>4.Scroll down and tap "Developer". This option will automatically appear next to a hammer icon on your iPhone's Settings menu when you plug it into your computer while running Xcode. Seeing this option in your Settings means you have enabled developer mode on your iPhone</p>
What is Android Fragmentation?	Android fragmentation means that there are a lot of different Android OS versions and it brings the problems with the Software development. Android fragmentation refers to the concern over alarming number of different android operating system versions available and operational in the market. So the development and testing of mobile applications have to deal with multiple android versions and becomes more complex. To address this issue, android now trying to lower no of versions ie some system in place..
What is Form Factor?	The Form Factor of a mobile phone is its size, shape, and style, as well as the layout and position of its major components.
What mobile platforms are you familiar with?	Mobile platforms are basically those that allow software and services to be run on devices. Examples of mobile platforms include Android, iOS, BlackBerry, Windows Mobile and Palm.
What Android/iOS developing Tools do you know?	<p>Android Dev Tools: Android Studio, Android Debug Brigde (ADB), Android Virtual Device (AVD) Manager.</p> <p>iOS Dev Tools: XCode</p>
What is the difference between a Web and a Native Mobile app?	<p>Web App runs directly from the browser, not installed on the mobile device.</p> <p>Native Mobile App is downloaded from Play Store or App Store, installed on the mobile device, and runs on the OS of the mobile device.</p>
Which tools do you use for mobile testing?	<p>Test Complete, Appium- Android and iOS</p> <p>Robotium, Espresso- Android</p> <p>XCUI Test- iOS</p>

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<p>What are those extra scenarios you need to run while testing mobile apps?</p>	<ol style="list-style-type: none"> <li>1. App can be launched after installation</li> <li>2. App display is adaptable to the device screen and all menus are functioning</li> <li>3. App text is readable and clear</li> <li>4. App display is adaptable to landscape or portrait</li> <li>5. App does not stop the functioning of other apps on the device</li> <li>6. Back Key allows the app to go back to the Start-up screen</li> <li>7. App operates as intended once device resumes from inactive mode or the lock screen</li> <li>8. App reminds the user to save settings or information changes before moving to other activities in the app</li> <li>9. On-screen keyboard appears immediately once the user attempts to enter a text</li> <li>10. App behaves as designed if the mobile device is shaken</li> <li>11. App still functions as designed when "battery low" notifications appears on the screen</li> <li>12. App goes into the background when on call</li> <li>13. App still operates as designed when a message or notification pops up from another app</li> <li>14. If the app comes with a users' settings features, check if the app changes when some form of change is affected by the user</li> <li>15. Check the Performance of the app on the different internet networks such as 1G, 2G, 3G, or 4 G networks</li> <li>16. App operates as intended when the device is connected to the internet through WiFi</li> <li>17. App still operates normally when there is an incoming call or SMS</li> <li>18. App is adaptable to different mobile platforms or OS such as Android, iOS, Microsoft, etc</li> <li>19. Font size and style of the app are compatible and readable to the users</li> <li>20. Loading time for the app is not too long</li> <li>21. App is still working as intended after the successful update of the app</li> <li>22. Check how the app functions under different battery levels and temperatures</li> <li>23. Verify that the app is not draining too much battery</li> <li>24. Check that the app supports image capturing</li> <li>25. Check that the app does not log out the user before the end of a session</li> </ol>
<p>What are Android skins?</p>	<p>An Android skin is most easily described as a modified version of stock Android. built over the Android operating system by original equipment manufacturer. Skins allow a manufacturer to not only customize the look, but also throw in special features to differentiate its devices. This skin alters many aspects of the phone's user interface (UI), from the menu design to the home screen shortcuts.</p>
<p>What are device farms? Which one did you work with? What are the advantages and disadvantages of device farms?</p>	<p>Device farms is a testing environment that allows QAs to remotely test the performance of their websites and mobile apps on a significant number of real devices. I worked with Android emulator.</p> <p>Pros: Device farms give developers access to devices their apps and websites are supposed to run on. Test logs and screenshots/videos' access is convenient, Cons: can't do interruption testing like calls, sms and network testing.</p>
<p>Did you work with Android emulators? iOS simulators? What is the difference between emulators and simulators?</p>	<p>Yes, I worked with both emulators and simulators. Emulators duplicate the hardware and software features of a device whereas a simulator simulates the devices OS. On emulators, the code can be run without any modification but some code modification may be needed to run on simulators. Emulators need to be configured on the computer whereas simulators do not need any setup/minimum involvement.</p>

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What is the difference between native and hybrid apps?	Native apps are developed for a specific platform using platform specific languages such as Java or Kotlin for Android and Objective C/Swift for iOS where as hybrid apps are web apps that have been put in a native app shell. Hybrid apps, like web apps, are built with Javascript, HTML, and CSS and run in something called webview, a simplified browser within your app.
How can you test apps on devices with different screen sizes?	Using remote device farms, emulators and real devices.
Which mobile automation testing tools are you familiar with? List their advantages and disadvantages.	<p>1. <b>Appium</b> is a popular open-source framework used for automated mobile app testing. It allows developers to automate testing of native or hybrid iOS and Android applications. Appium doesn't work alone. It runs the test cases using the WebDriver interface. Much like Selenium, Appium allows QAs to create test scripts in multiple programming languages – Java, JavaScript, PHP, Ruby, Python, and C#. Appium is especially favored for being a flexible, cross-platform framework that testers can be used to create test scripts applicable to multiple platforms (Windows, iOS, and Android) – using the same API. It supports simulators, emulators and real devices simultaneously. Disadvantages: sometimes it throws unexpected and random issues; image comparison is weak, we need to create a function to find images by coordinates; the initial configuration takes a lot of time and knowledge; its performance's very slow while running the tests due to the remote webdriver dependency; you can't run iOS and Android at the same time; some gesture inputs or environment conditions are not natively available and you need to create functions for that; there is no direct support for toast messages; you can't use old versions of Android (Lower than API 17).</p> <p>2. <b>Calabash</b> is a mobile test automation framework that works with multiple languages. It supports Ruby, Java, Flex, and .NET. Testers can use APIs for enabling native applications that run on touch screen devices. This framework has libraries that allow test scripts to interact programmatically with native and hybrid apps. Disadvantages: test maintenance is costly in case of playback methods; maintenance of test data files is difficult if the test script tests more screens.</p>
If you open your log, what is the information you will check(search)?	If I open logs of the mobile device/emulator, first, I will search for the relevant information related to my application under test - application logs. An application log is a file that contains information about events that have occurred within a software application. They can include errors and warnings as well as informational events. As a QA, I will be interested in Warning, Error and Fatal events.
How do you install the app on iOS devices?	<code>xcrun simctl install booted ~&lt;path of the app where it is developed/used&gt;&lt;name&gt;.app</code> <code>adb -s &lt;emulatorname&gt; install &lt;path to apk file&gt;</code>
What is ANR and how is it different from crashes?	An ANR will occur if you are running a process on the UI thread which takes a long time, usually around 5 seconds. During this time the GUI (Graphical User Interface) will lock up which will result in anything the user presses will not be actioned. After the 5 seconds approx has occurred, if the thread still hasn't recovered then an ANR dialogue box is shown informing the user that the application is not responding and will give the user the choice to either wait, in the hope that the app will eventually recover, or to force close the app. A crash is when an exception within the app has been thrown which has not been handled.
If you have a few connected devices to your PC, how do you install the application on one of them?	<code>adb devices</code> <code>adb -s &lt;device.port.number&gt; install &lt;path_to_apk&gt;</code>
If you have to install the new version, and you don't want to lose your data, how do you install a new .apk file?	<code>adb -r install filename.apk.apk (before Android 9)</code> <code>adb install filename_beta.apk (after Android 9)</code>
Did you use adb commands & why?	I used adb commands to see the connected devices, to install/uninstall an app, to find out the package name of an app, to take a screenshot or to record a video, to pull the screenshot or the record, to see and collect logfiles, to filter logs by priority, tagname, date etc.

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I would like to capture the video, how can I do it? and with ADB command?	Emulator - Record and Playback/Start recording/Stop recording/Save. ADB - adb shell screenrecord /sdcard/filename.mp4.
List out the Types of Mobile application testing you know.	Functionality/End2End testing, Usability testing, Compatibility testing, Network Condition testing, Acceptance testing, Interruption testing.
Imagine you are testing the calendar. And you found that you can create an event for the previous day. Your actions? Will you report it as a bug or not? If so, what is the priority and why?	I'll check the requirements first. If there is no such feature, I'll create a bug report. I think the priority should be high because if there is an important event and by mistake it is created on the previous day, there will be many complaints.
When would you choose to make automation testing and when manual?	I'll choose to do automation testing for repetitive tests, regression testing, performance/load testing, security testing, multi-browser/multi-platform testing, CI/CD testing etc. Manual testing, for testing UI/UX (usability), complex functionality, new/changing functionality, installation, configuration etc.
How to connect a real device to a computer?	You connect a real device to a computer, through an USB cable.
Imagine that you are testing Alexa from Amazon, you sent a voice command and there is no answer. What are your first steps?	First I'll check the requirements. I'll make sure that the device is plugged in the power outlet and is connected properly, the blue light it is on and also the device it is connected to the Amazon account. If everything is in check and the device is still not working, I'll unplug it from the power outlet, and plugg it in again. If there is still no result, I'll connect the device to another Amazon account. If I'll have the same outcome, I'll create a bug report and assign it, first to a team member to reproduce it. If the bug is reproduceable, I'll assign it to Product Owner.
If you are new to a project, how do you start your work?	<ol style="list-style-type: none"> <li>1) Review requirements and documentation.</li> <li>2) Plan and prepare test cases.</li> <li>3) Design test cases.</li> <li>4) Discover and record bugs in a bug tracking system.</li> <li>5) Verify fixed bugs.</li> </ol>
Which Test Management Tools are you familiar with? Your approach to managing tests in the long term?	Jira, TestLink, TestRail
List out various application extensions along with their full forms	.apk - Android Package File .app - macOS Application .exe - Windows Executable File .png - PNG Image .dmg - macOS X Disc Image .zip - Zip Compressed File .pdf - PDF File
List the categories of mobile applications you know.	<ul style="list-style-type: none"> <li>• Educational apps.</li> <li>• Lifestyle apps.</li> <li>• Social media apps.</li> <li>• Productivity apps.</li> <li>• Entertainment apps.</li> <li>• Game apps.</li> </ul>

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If a developer is not able to reproduce bugs, what will you do?	<ul style="list-style-type: none"> <li>•Reproduce the bug (you do not always get to work on the bug reported by you)</li> <li>•Depending on the nature of the bug try to reproduce on various browsers or computers. If you can't reproduce, the bug can be closed.</li> <li>•If you can reproduce the defect: Provide all additional findings, e.g. screen shots, logs, etc.</li> <li>•Work closely with the developer to troubleshoot the issue. Compare developer's and your working environment</li> <li>•If environment is the same, make sure that steps to reproduce used by both are exactly the same;</li> <li>•Ask developer to debug on QA environment with his/her tools.</li> </ul>
What would you do if you connect the phone to the computer and adb is not working?	<ol style="list-style-type: none"> <li>1.Connect your Android device to your PC via USB and remove the ADB drivers. Then disconnect your device.</li> <li>2.Run a USB driver eliminating utility, such as USBDeview, to kill all unnecessary Android drivers.</li> <li>3.Install Universal ADB Drivers.</li> <li>4.adb kill-server</li> <li>5.adb start-servser</li> </ol>
What does a good bug look like?	Good bug should have the right description, test environment, test data.steps to reproduce, screen shots , screen recording, log report, crash report if it is crash bug.. maximum details which tester can provide and it has to be resolved when developer is assigned with that.
After developers added new features to the mobile app, you have to perform regression testing. To finish regression and fully cover your app you need to execute 256 TCs which needs 3 days. What will be your actions if you have only 1 day till the release?	Select High priority Test cases so that we have covered the major functionality and also include the tests for critical bugs which are resolved previously. After it is executed, if time is available, do monkey testing in the end (random test case check)
What are all major networks to be considered while performing application testing?	Performance application testing should cover all of the scenarios on different networks: 4G, 3G, 2G, and WIFI. Although 2G is a slower network, it is better to test on a slower network in order to track the application performance.
What is the Android SDK?	The Android SDK is a software development kit that includes a comprehensive set of development tools. These include a debugger, libraries, a handset emulator based on QEMU, documentation, sample code, and tutorials.
As a QA, what are your preferences? To test Hybrid apps / Native apps?	As a QA
Why you want to be QA for Mobile application testing?	This is an era for mobile applications. Mostly 80% of the population nowadays are using mobile applications and I personally encounter so many problems when using the mobile. Also, I am curious to know and learn how the mobile behaves differently in various circumstances. It is very important to test the mobile apps because once your application is not attractive, usable (what it is intended to do) with the great response time, you cannot make the user to install your app. Hence inorder to have the endusers use the app, we need to test everything before it is given to customer for better customer experience.
In a scale of 1-10 what is your level of ADB knowledge?	6
You have real device and emulator. What will be your priority in testing mobile app and why?	I will use the real device as i can imitate the usage of the application as real user. Emulator , we cannot use the touch screen and some of the operations like interruption testing .
If you running mobile app and alarm happened on the same device. What are your steps to test that application is running well after alarm stops.	Do the interruption testing. 1. Running in background 2. No impact (when charging ,battery low etc) 3. show alert , it disappears after some time and run as background 4. call to action (like snoozing/attend call)