



Mobile Application Testing for Test Professionals

Course Overview

As smart devices take a larger portion of the market share, testers will face pressure to test their web applications for mobile devices and potentially test their own organizations native mobile applications. To test mobile devices, in this fast paced, ever-changing industry, testers must learn to deliver quick, extensive, and successful tests on mobile devices.

Many testers attempt to apply what they know to mobile testing, and why that may work for some functional testing, it often leaves many critical features untested. Untested, critical faults can mean a swift end to a mobile application in the market thus, learning how to identify common issues in mobile applications and how to properly test the unique aspects of a mobile application is the only way to be successful.

During this course you will:

- Understand what makes mobile application testing different from standard software testing
- Learn some of the underlying technologies behind mobile devices and how testing is affected
- Discover how mobile applications work and different techniques for testing them
- Explore the different types of mobile applications and how to test for each

Mobile (Device Required) Hands-on Exercises

In this workshop you will learn about mobile application testing through hands-on activities, exercises, discussions, and demos. You will explore mobile testing techniques on your mobile device, so a mobile device, smartphone, or tablet is required.

Who Should Attend

This introductory course is appropriate for both novice and experienced software testers who are new to mobile application testing. Technical support, business analysts, and test managers may also find this course helpful. A background of basic software testing principles is required.

Course Structure

Mobile Application Testing for Test Professionals is a 2-day, hands-on course.

Expand the depth of your experience!

Mobile Application Testing for Test Professionals now has a **1-day add-on Test Automation Lab** that focuses upon Test Automation utilizing Selenium IDE and WebDriver for **mobile web testing**. Through **hands-on exercises**, students will experience how Selenium interacts with web browsers to test actions, inputs, and expected outcomes. Participants will examine how the Selenium framework works and learn how to expand Selenium tests to improve device and platform coverage. Students will also learn how to troubleshoot mobile web test automation scripts and technologies to optimize WebDriver test execution. This tooling and practice will then be applied to emulation testing techniques covered in the 2 day course to show how traditional web testing techniques can be transitioned to mobile web application testing.



2-Day Course Outline

1. Introduction to Mobile Testing
 - What is Mobile Testing?
 - Why is Mobile Testing Important?
 - What Do You Need to Know to Be a Good Mobile Tester?
 - History and Emerging Trends in the Mobile Marketplace
 - Types of Mobile Applications
 - Mobile Application SDLC
 - Mobile Testing Platforms
2. Special Mobile Testing Considerations
 - Network Testing
 - Data Storage Testing
 - Security Testing
 - Understanding How the Operating System Affects Testing
 - Jail-Breaking/Rooting
 - Testing Special Device Capabilities
3. Testing Mobile Applications
 - Mobile Application Type identification and considerations
 - Testing Mobile Web Applications
 - Overview
 - Testing Strategies
 - Tools for Mobile Web Apps
 - Testing Native & Hybrid apps
 - Overview
 - Testing Strategies
 - Tools for Native/Hybrid Apps
4. Mobile Testing Techniques and Tools
 - User Interface / Usability
 - Service/API Testing
 - Security and Performance
 - Globalization
 - Interoperability and Compatibility
 - Store Submission Guideline
5. Testing Platforms
 - Device
 - Browser simulation
 - Emulators
 - Crowdsourcing
 - Remote-Device Access
 - Cloud
6. Mobile Test Strategy and Planning

Exercises

This course includes several hands-on exercises; participants should expect to work on real applications on a smartphone or tablet and will need a laptop to run simulators, emulators, and cloud emulators

Class Daily Schedule

Sign-In/Registration 7:30-8:30 a.m.

Morning Session 8:30 a.m.-12:00 p.m.

Lunch 12:00-1:00 p.m.

Afternoon Session 1:00-5:00 p.m.

Times represent the typical daily schedule and do not include morning and afternoon breaks typically included. Please confirm your schedule at registration.

Contact Us for More Information:

Coveros, Inc.

4000 Legato Road, Suite 1100

Fairfax, VA 22033

703-349-6109

www.coveros.com