Mobile Application Testing

- 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
- Explore the different types of mobile applications and how to test for each
- Get hands on experience with different mobile testing tooling, including:
  - Exploratory Testing
  - Testing with Simulators, Emulators, and Physical Devices
  - Service Testing
  - Cloud Emulation Testing
  - Test Automation using Selenium IDE
  - Globalization Testing
- Discover how mobile applications work and different techniques for testing them

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.

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.

This class will have pre-class instructions that involve downloading certain programs that will be needed for the hands-on exercises. These instructions will be provided to you after your registration is completed. If you have any concerns about the specific programs involved, please feel free to reach out to our Client Support team [1].

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.

This course also has a 1-day, hands-on companion course that will teach you Test Automation utilizing Selenium IDE and WebDriver for mobile web testing, **Mobile Test Automation Workshop** [2]. Learn more and see course dates, locations, and registration options here [2].

ASTQB Mobile Testing Certification

ASTQB's Mobile Tester Certification exam was created using the latest mobile testing standards. The certification is based on the ASTQB Mobile Tester syllabus (body of knowledge) that was created by a group of international experts. Coveros recommends **Software Tester Certification—Foundation Level** [3] or the CTFL as a prerequisite for those seeking ASTQB Mobile Testing Certification.

Course Outline

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?
Mobile Application SDLC

Mobile Application Types
Mobile Web
Native Apps
Developer Tools

Unique Mobile Testing Considerations

Mobile Test Strategy and Planning

Mobile Testing Tools
Simulators
Emulators
Cloud Emulators
Remote Data Access

Mobile Testing Scoping

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