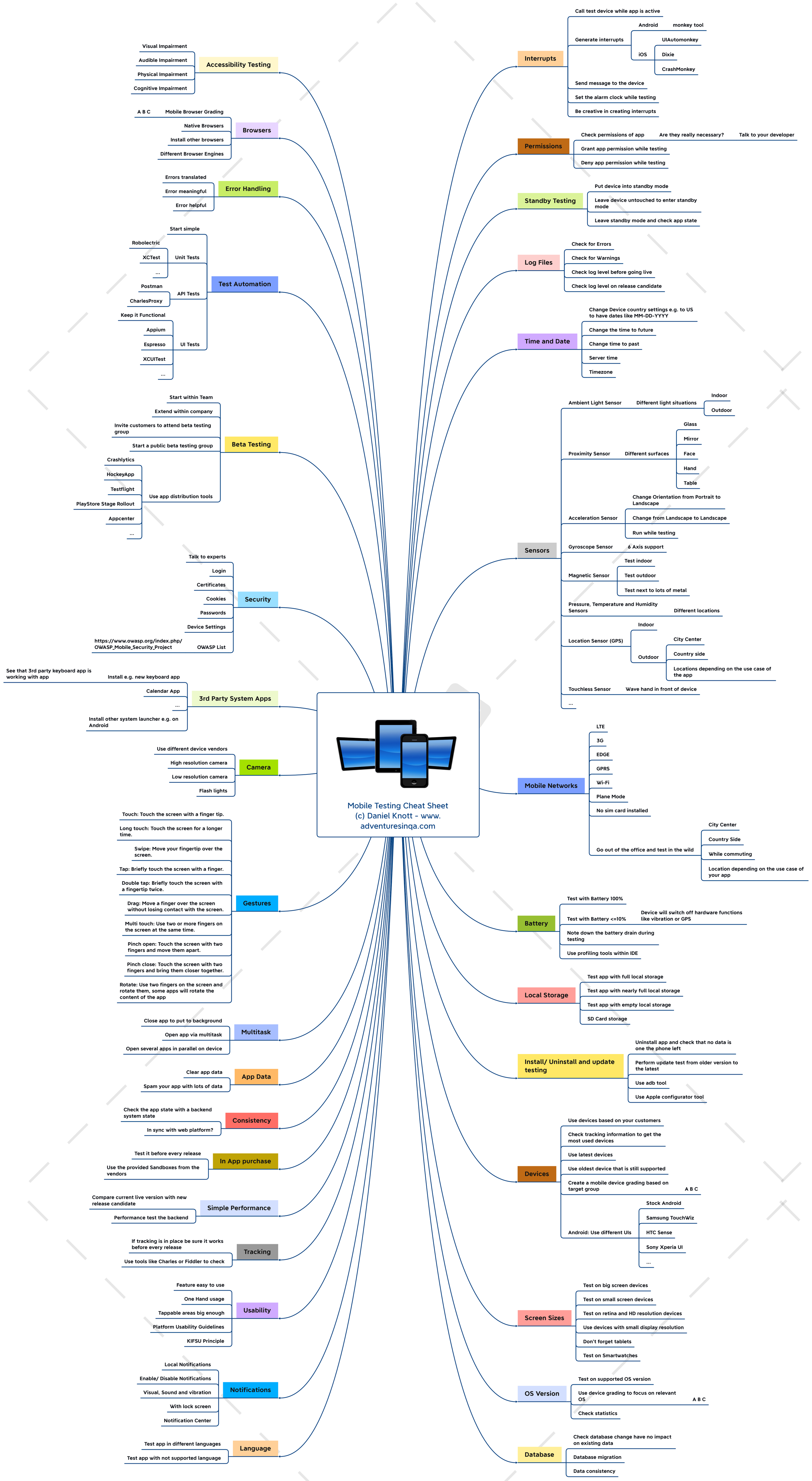
Mobile Testing Cheat Sheet
(c) Daniel Knott - www.adventuresinqa.com
Accessibility Testing
Visual Impairment
Audible Impairment
Physical Impairment
Cognitive Impairment
Browsers
Mobile Browser Grading
A B C
Native Browsers
Install other browsers
Different Browser Engines
Error Handling
Errors translated
Error meaningful
Error helpful
Test Automation
Start simple
Unit Tests
Robolectric
XCTest
...
API Tests
Postman
CharlesProxy
UI Tests
Keep it Functional
Appium
Espresso
XCUITest
...
Beta Testing
Start within Team
Extend within company
Invite customers to attend beta testing group
Start a public beta testing group
Use app distribution tools
Crashlytics
HockeyApp
Testflight
PlayStore Stage Rollout
Appcenter
...
Security
Talk to experts
Login
Certificates
Cookies
Passwords
Device Settings
OWASP List
https://www.owasp.org/index.php/OWASP_Mobile_Security_Project
3rd Party System Apps
Install e.g. new keyboard app
See that 3rd party keyboard app is working with app
Calendar App
...
Install other system launcher e.g. on Android
Camera
Use different device vendors
High resolution camera
Low resolution camera
Flash lights
Gestures
Touch: Touch the screen with a finger tip.
Long touch: Touch the screen for a longer time.
Swipe: Move your fingertip over the screen.
Tap: Briefly touch the screen with a finger.
Double tap: Briefly touch the screen with a fingertip twice.
Drag: Move a finger over the screen without losing contact with the screen.
Multi touch: Use two or more fingers on the screen at the same time.
Pinch open: Touch the screen with two fingers and move them apart.
Pinch close: Touch the screen with two fingers and bring them closer together.
Rotate: Use two fingers on the screen and rotate them, some apps will rotate the content of the app
Multitask
Close app to put to background
Open app via multitask
Open several apps in parallel on device
App Data
Clear app data
Spam your app with lots of data
Consistency
Check the app state with a backend system state
In sync with web platform?
In App purchase
Test it before every release
Use the provided Sandboxes from the vendors
Simple Performance
Compare current live version with new release candidate
Performance test the backend
Tracking
If tracking is in place be sure it works before every release
Use tools like Charles or Fiddler to check
Usability
Feature easy to use
One Hand usage
Tappable areas big enough
Platform Usability Guidelines
KIFSU Principle
Notifications
Local Notifications
Enable/ Disable Notifications
Visual, Sound and vibration
With lock screen
Notification Center
Language
Test app in different languages
Test app with not supported language
Interrupts
Call test device while app is active
Generate interrupts
Android
monkey tool
iOS
UIAutomonkey
Dixie
CrashMonkey
Send message to the device
Set the alarm clock while testing
Be creative in creating interrupts
Permissions
Check permissions of app
Are they really necessary?
Talk to your developer
Grant app permission while testing
Deny app permission while testing
Standby Testing
Put device into standby mode
Leave device untouched to enter standby mode
Leave standby mode and check app state
Log Files
Check for Errors
Check for Warnings
Check log level before going live
Check log level on release candidate
Time and Date
Change Device country settings e.g. to US to have dates like MM-DD-YYYY
Change the time to future
Change time to past
Server time
Timezone
Sensors
Ambient Light Sensor
Different light situations
Indoor
Outdoor
Proximity Sensor
Different surfaces
Glass
Mirror
Face
Hand
Table
Acceleration Sensor
Change Orientation from Portrait to Landscape
Change from Landscape to Landscape
Run while testing
Gyroscope Sensor
6 Axis support
Magnetic Sensor
Test indoor
Test outdoor
Test next to lots of metal
Pressure, Temperature and Humidity Sensors
Different locations
Location Sensor (GPS)
Indoor
Outdoor
City Center
Country side
Locations depending on the use case of the app
Touchless Sensor
Wave hand in front of device
...
Mobile Networks
LTE
3G
EDGE
GPRS
Wi-Fi
Plane Mode
No sim card installed
Go out of the office and test in the wild
City Center
Country Side
While commuting
Location depending on the use case of your app
Battery
Test with Battery 100%
Test with Battery <=10%
Device will switch off hardware functions like vibration or GPS
Note down the battery drain during testing
Use profiling tools within IDE
Local Storage
Test app with full local storage
Test app with nearly full local storage
Test app with empty local storage
SD Card storage
Install/ Uninstall and update testing
Uninstall app and check that no data is one the phone left
Perform update test from older version to the latest
Use adb tool
Use Apple configurator tool
Devices
Use devices based on your customers
Check tracking information to get the most used devices
Use latest devices
Use oldest device that is still supported
Create a mobile device grading based on target group
A B C
Android: Use different UIs
Stock Android
Samsung TouchWiz
HTC Sense
Sony Xperia UI
...
Screen Sizes
Test on big screen devices
Test on small screen devices
Test on retina and HD resolution devices
Use devices with small display resolution
Don't forget tablets
Test on Smartwatches
OS Version
Test on supported OS version
Use device grading to focus on relevant OS
A B C
Check statistics
Database
Check database change have no impact on existing data
Database migration
Data consistency