

Description:

This course is designed to understand and test the mobile applications for the various platforms available in the mobile industry, as the market for the mobile applications is been increasing tremendously as per the survey by the leading Gartner and IDC. Learn how to test different kind mobile applications, and how to implement the test strategy on the mobile applications to be tested

Scope:

According to market survey Smartphone market and development of mobile applications is increasing rapidly, this training will provide all the necessary information of how to test different platform related mobile applications.

For a Fresher this training will help to make the career in the Mobile Testing (this is one of the rapidly increasing in the mobile industry).

For an experienced this training will help him to understand the Mobile Industry and Mobile Testing to take up the new challenges in terms of going up in the ladder.

Objectives:

To understand the mobile domain and smartphones

To identify and implement different test strategies to be implemented for testing mobile applications

To understand how to overcome the challenges faced in testing the mobile apps.

Hands – On Training on Configurations, Installations, Testing.

Course Coverage:

Module: 1 - Testing Concepts (Manual Testing)

- Software Development Life Cycle
- Software Development Models
- Basics of Software Testing

- Testing Objectives
- Software Testing Techniques
- Types of Software Testing
- Software Testing Life Cycle

Module: 2 - Introduction to Mobile Domain

- Introduction to Mobile Testing
- Device Testing
- Web Applications Testing
- Mobile Application Testing
- Types of Devices/Phones
- Mobile Testing vs Mobile Application Testing

Module: 3 - Mobile Application Testing

- Defining Strategy for Mobile Application Testing
- Technologies & Development
- Tools available for platforms.
- Device Fragmentation

Module: 4 - Mobile Platforms

- Mobile Operating Systems
- Different Versions
- History of Android
- History of iOS

Module: 5 - Types of Mobile Application Testing

- Functional Testing
- Compatibility Testing
- Usability Testing
- Performance Testing
- Stress Testing
- Load Testing
- Interrupt Testing
- Installation Testing
- Uninstallation Testing
- Updates Testing
- Backup & Restore Testing
- Power Consumption Testing
- Memory Leakage Testing
- Certificate Testing
- User Interface Testing
- Security Testing

Module: 6 - External Factors Testing

- Network Connections
- SD Card Interactions
- Bluetooth Testing
- Device Options & Preferences
- Localization & Globalization
- Database Testing
- Hardware Components
- Device Management Tools
- UDID for iOS
- Provision Profile for iOS

Module: 7 - Emulators

- What is emulator?
- Challenges in Device's and emulator
- Configuring the emulator
- How to Install apps on emulator
- Testing the Sample Application with emulator
- Test Case Creation & Execution
- Best Practices in Defect Reporting
- Native vs Web Applications
- Capturing Logs
- Overview of Remote Device Services
- Introduction to DeviceAnywhere

Module: 8 - API / WEB SERVICES

- Why Web services?
- Testing Web service's
- Overview of Remote Device Services
- Introduction to Device Anywhere

Module: 9 - Challenges in Mobile Application

- Environment
- Application
- Users
- Device
- Network
- Automation