



Quality Assurance Forum

Today's Webinar: 6 Considerations for Mobile Testing

Upcoming June 2nd Lunch Program

Agile Death Match: Is QA Obsolete in Agile?

Join us as some of the region's top Agilest and Quality professionals share their real world experience implementing QA in an agile world.

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S O F T W A R E

Quardev, Inc.

6 Considerations for Mobile Testing

Who is Quardev?

Quardev is a professional technical services company in Seattle focusing on quality assurance, test, and technical communications with a full service software test lab (located near the University of Washington).

Since 2000, Quardev has been serving clients on projects of all kinds, including educational software, complex enterprise software, device testing, and web application projects. We have the ability to engage in a managed services capacity as well as in a staffing capacity.

Our test lab offers the flexibility to configure a wide variety of machines, operating systems, and browsers. We serve clients in Seattle, Portland and across the country. Quardev participates in many of the quality assurance conferences including CAST, STARWest and PNSQC and we host the QA SIG in Seattle.

6 Considerations for Mobile Testing

- Jeff Franklin – Business Development Manager
- Jacob Stevens – Senior Test Lead

New to mobile?

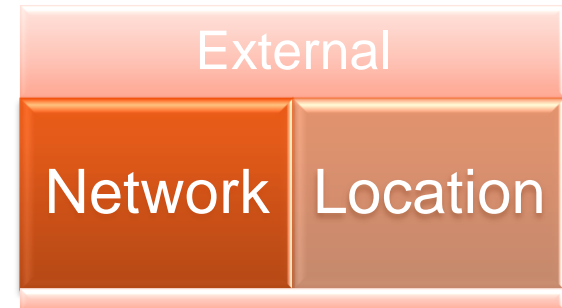
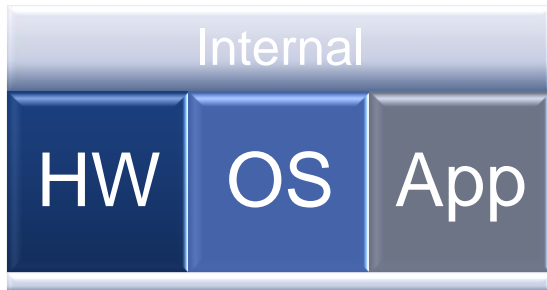
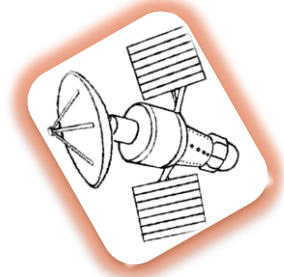
Our past experience can shape our views, our expectations, what we think to look for.

We know mobile is a “world without wires” but is there anything else different or unique from what we already know?

In testing, chase what matters!



User Scenario: *The Happy Newlyweds*



HW specs
Screen size
Interface



OS
Browser



Features
Stories



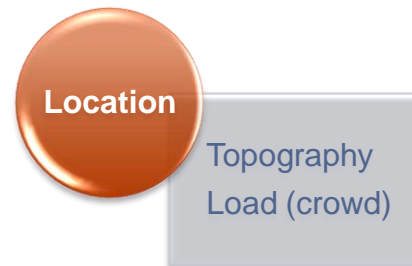
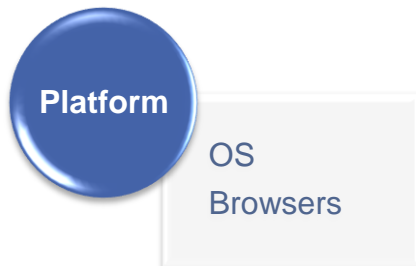
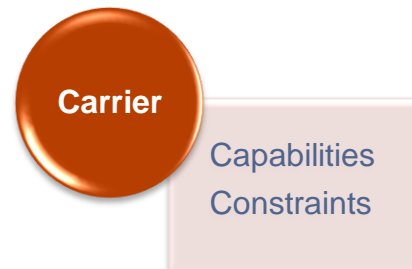
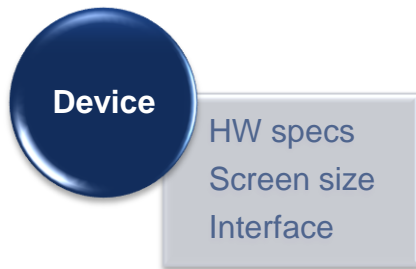
Capabilities
Constraints



Topography
Load (crowd)

The 6 Considerations

Which one is missing?

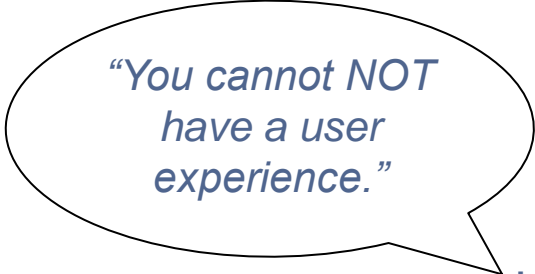


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The User!

The user is the ultimate consideration!

- What they want to do
- What they actually do
- What they like
- What they don't like

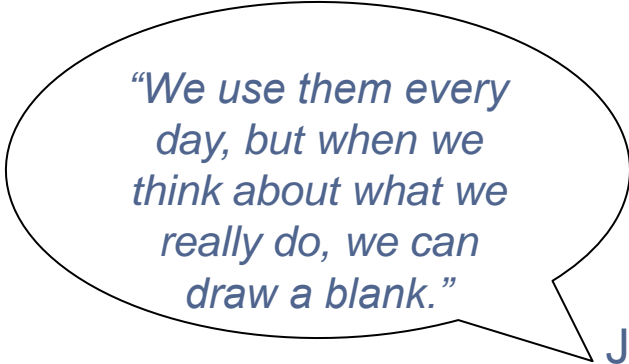


*“You cannot NOT
have a user
experience.”*

Lou Carbone,
Experience Management guru

Device considerations

- CPU
- memory
- Storage: removable?
- Battery life
- Screen size
- Interface: touchscreen?
- Keyboard: onscreen, tactile, T9?



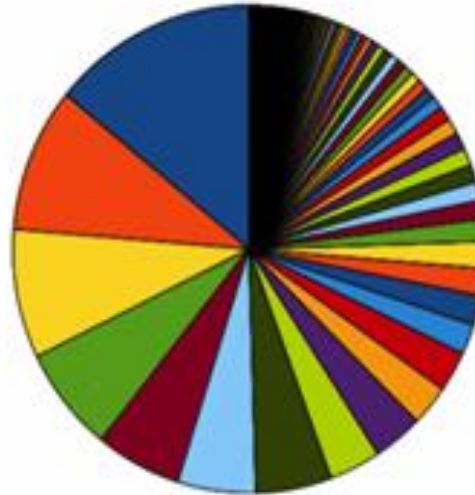
“We use them every day, but when we think about what we really do, we can draw a blank.”

Jon Bach,
eBay

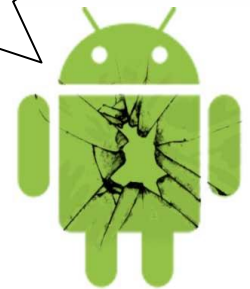
Device cont...

Compatibility

Android TweetDeck Beta Users by Phone




You're gonna need a bigger Matrix, Neo!



- | | | | | |
|---|--|--|--|--|
| <ul style="list-style-type: none"> HTC Desire GT-I9000 SO-C118 HTC Legend ORION2 T-Mobile G1 HTC Dream LG20 I901 GT-I9000M SPH-M910 GT-I5801 WetcoM-A88 MSM SCH-R880 Hero Devour SH-108 generic GT-I5500 GT-P1000 GWR20 | <ul style="list-style-type: none"> Droid ADR6300 Milestone X10 SPH-D700 T-Mobile myTouch 3G X10a HTC Tattoo GT540 SHW-M100S E10a SKY IM-A600S LG KH5200 GT-I9000B Milestone XT720 Orange San Francisco Plain Bill Dream WetcoM-A800 Chromatic Dream SU950 UB100 Tattoo | <ul style="list-style-type: none"> Nexus One SHW-M110S A853 HTC Wildfire SAMSUNG-SGH-I997 SCH-I800 T-Mobile G2 X06HT E10 FroyoEris SKY IM-A650S SHW-M130L A854 Incredible GT-I5800 I7500 Behold II M8501 UB110 Acer Liquid Android Dev-Phone 1 Chromatic Magic | <ul style="list-style-type: none"> PC36100 HTC Hero HERC200 Eris KT720 LU2300 Aily Dell Streak Liquid GT-I5500B Pulse Legend SKY IM-A630K HTC Liberty Liberty Orange_Boston DoCoMo HT-03A U20a Archos5 CMLMod1.5 nonsensikal froyo M852S | <ul style="list-style-type: none"> ORIONX SGH-T956 HTC Magic GT-I5700 T-Mobile myTouch 3G Slide SPH-M900 M8200 HTC HD2 Docomo HT-03A P899400 GT-I5503 Moto Droid XT800W Desire HD Galaxy Vodafone 845 UR250 M8300 M8502 Pulse Mini GT-I5700R Froyo Taz |
|---|--|--|--|--|

Platform considerations

- Compatibility
- Compliance
- Versioning
- Browsers
- Key interoperability



*“On each platform,
you have to consider
what the app is
butting heads with.”*

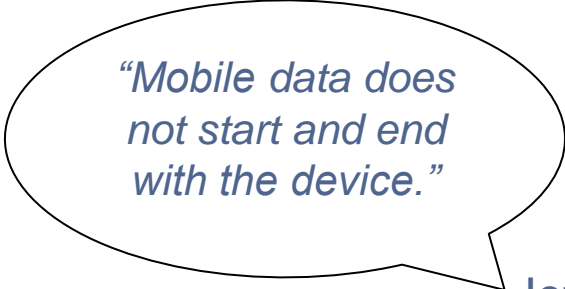
Matt Pina,
Alaska Airlines

Feature considerations

- What does it do?
- What shouldn't it do?
- What does it utilize?
 - Near-Field Communication (NFC)
- What does it store & where?
- How does it communicate?

Carrier Considerations

- Compliance
- Network APIs
- Network Behavior
- Emulators
- Staging Environments



“Mobile data does not start and end with the device.”

Jeff Franklin,
Quardev

Location considerations

- Coverage
- Topography:
 - Tunnels, elevators, etc.
- International:
 - Roaming?

In Closing

- Device
- Platform
- Feature
- Carrier
- Location
- *...and don't forget the User!*

Mnemonic device:
PC FLUD

Questions

Questions?

Additional Resources

- [5 Considerations for Mobile Device Testing – Quardev Newsletter January 2011](#)
- [Android Developer Guide – Testing](#)
- [Android Developer Guide – Preparing to Publish](#)
- [Android Developer Tutorial – Activity Testing](#)
- [Android Compatibility Program](#)
- [iOS Developer Library – iOS Simulator](#)
- [iOS Developer Library – Publishing Your App for Testing](#)
- [Apple App Store Review Guidelines](#)
- [Verizon Developer Community – Network APIs](#)
- [Verizon API Certification Guidelines](#)
- [AT&T Developer Foundry](#)
- [AT&T Developer Sandbox](#)
- [iTrinegy Network Emulators](#)
- [CTIA – Industry Info](#)
- [CTIA - Certification](#)
- [“Go app-less” example: Laughing Gas Enterprises LLC](#)

Thank You!

Web: www.quardev.com

QA SIG: www.QASIG.org

Twitter: [@Quardev](https://twitter.com/Quardev)

Address: 2707 NE Blakeley Street Seattle, WA 98105

Phone: 206-547-7771

Jeff – jfranklin@quardev.com

Jacob – jacobs@quardev.com

Hope to see you at STARWest, CAST, PNSQC!



QUARDEV

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