Mobile Application Testing the process to pledge the quality of mobile phones by Harry

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Testing is one of the most essential segments of the application development process. Mobile application testing is the process to pledge the quality of mobile phones. As mobile handsets squeeze new technologies and more potentialities and as customer console with using mobile products persists to develop, the mobile applications marketplace should continue to be a beneficial one. To help realize this potential, mobile application developers, handset manufacturers and service providers must understand the need to necessitate testing and quality assurance values across the industry. This movement toward standardized mobile application testing requirements has already begun to unfold. By doing so, there is much to gain for all. Mobile applications have never been popular in earlier days, but now its popularity is booming day by day. Mobile application developers are facing a crowd of challenges due to the increasing difficulty of testing across different handsets, carriers, languages and locations.

As the mobile devices become so ubiquitous, the requirement for reliable mobile testing services has become even more compelling.

Following services comes under Testing -

A) Mobile Application QA and Testing

1. Development of test strategies, test plans, and test cases

2. Architecting test automation frameworks and test harnesses

3. Programming of test harnesses and test scripts

4. Test execution

5. Bug reporting

6. Test harnesses and test suites maintenance

7. Test engineers support

8. Flexibility â€“as your exclusive testing arm or as part of internal QA team

9. On time delivery with better budget control

B) Field Testing

1. Interoperability and compatibility testing

2. On- and Off-Site Carrier testing

C) Pre-certification testing

1. Pre-certification testing for 'Symbian Signed', 'Java Verified' and 'Mobile2Market' programs

Effective testing methodology for mobile applications:

Application testing is just part of the overall Test Plan for any system. Test methodology would focus on following aspects of testing.

1. Verifying the baseline functionality and features of the application.

2. Checking the design and proof-of-concept solutions against user requirements early in the development cycle.

3. Testing under tightly controlled conditions to validate executable code against design during later stages of the development lifecycle.

4. Compatibility testing all known, planned variations in the software and hardware configurations where the application will run.

5. Exposing the entire system or application to unexpected events, faults in dependent databases, networks or applications, or unpredictable user behavior.

6. Subjecting the software to volume, load and stress conditions to gauge performance at the boundaries of its designed capacity and measure actual limitations of that performance.

7. Determining if the application or system not only meets formal design requirements, but also whether it will be usable and meet the (perhaps undocumented) needs of its users.

These are the some basic and importance fact of testing services, which should be consider and take care in future before implement any testing.

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