Certified Mobile App Professional – Testing Foundation Level

Mock Exam V2.5

1 **An application to pay utilities bills online is available for free. The user is charged a fee which is a percentage of the amount spent when paying utility bills. Which business model best describes this app?**

    A   Freemium
    B   Advertisement
    C   Transaction
    D   Paid

2 **Which of the following applications can best use device specific features?**

    A   Native
    B   Hybrid
    C   Web
    D   None of above

3 **Which of the following statements are true for feature phones?**

    A   Feature phones support large numbers of applications
    B   Feature phone applications support very rich interfaces
    C   Feature phones are the next generation smart phones
    D   Feature phones support wallpapers

4 **Kingdom of Games is a company engaged in developing feature rich games for mobile phones, which use camera, and other device hardware but work in a standalone mode without any need for an internet or server connection once installed. They want to target only two platforms - android and iOS based Smartphone. Which of the following would be the most suitable app type in the given context?**

    A   Mobile web app
    B   Native app
    C   Hybrid app
    D   Smart app

5 An ANDROID ONLY app needs to be created for registering email id and address of people who will then be given free samples of a famous perfume brand. This data (email id and address) is to be sent immediately to the server.

Which of the following should be used for designing the application?

    I.   **Thin client**
    II.   **Continuous synchronization**
    III.   **Native app**
    IV.   **Store-and-Forward**

    A   Only I and II
    B   Only II and III
    C   Only III and IV
    D   Only I and IV

6 Which of the following Android tools is used to install and uninstall apps on devices?

    A   adb
    B   MonkeyTalk
    C   Monkey
    D   AVD manager

7 Which of the following are true for App Sandbox in iOS?

    I.   **Is the directory where an app is placed by the iOS at install time**
    II.   **Is a tool to compile iOS apps**
    III.   **Is used to limit the app's access to files, preferences, network resources, and hardware**
    IV.   **Is a tool to debug the iOS App**

    A   Only I and II
    B   Only I and IV
    C   Only I and III
    D   All of the above

8 Which of the following statements are TRUE for thin client applications?

    I.   **Do not depend on the mobile device's OS**
    II.   **Display and service web pages on the mobile device**
    III.   **Completely rely on the server for their functionality**
    IV.   **Most useful where communication between a client and server cannot be guaranteed**

    A   Only I, II and III
    B   Only I, II and IV
    C   Only I, III and IV
    D   Only II, III and IV

9 Which of the following tool is used for memory leak testing of mobile app?

    A   XCode

    B   Tattle-UI

    C   iOS Instruments

    D   WebLoad

10 Which of the following are likely to be important challenges for testing of a standalone, non-networked game on Android platform (only)? This game is a native application.

   I.   **Various device types and models**

   II.   **Various versions and sub-versions of the operating system**

  III.   **Various types of operating systems**

  IV.   **Wireless connection with Wi-Fi**

   V.   **Wireless connection using a cellular network**

    A   Only I and II

    B   Only II and III

    C   Only III and IV

    D   Only IV and V

11 John is testing a native mobile application and verifying the application for overlapping user interface elements;

- **Images**
- **Images on buttons and text as image may shrink because of high dpi,**
- **Touch/focus related issues**
- **Alignment and usability related issues.**

What type of testing John is performing?

    A   Testing for device temperature

    B   Performance

    C   Testing different input methods

    D   Testing for Different Sizes & Resolutions

12 WorldInYourPalm is a startup software company in the business of creating mobile applications. The company has decided to use emulators for their testing. Which of the following statements about emulator testing is correct?

    A   Emulators should be used only for development and not for testing

    B   Emulators should be used only for development and development testing. System testing on emulators should not be performed

    C   Mobile applications should not be released with only emulator or simulator testing

    D   Emulators are good for system testing as they can mimic any hardware or software

13 Which of the following are TRUE for Emulator?
   I.   Applications tested on an emulator are compiled into the actual byte-code used by the real device
   II. Can allocate hardware and software resources for a particular device
   III. Developed in high level language
   IV. Mimic features and functions of the real device

      A   Only I, II and III
      B   Only I, II and IV
      C   Only I, III and IV
      D   Only II, III and IV

14 While testing a mobile app for devices of various screen sizes but on the same platform and containing similar CPU and memory, which of the following problems is most likely to be observed?

      A   Change in the data transfer rate
      B   Overlap of various GUI elements
      C   Security related issues
      D   Authentication issues

15 Which of the following methods of testing is NOT suitable for mobile app testing?

      A   Testing for various gestures such as swipe, long press etc.
      B   Testing for motion sensor inputs by moving the device
      C   Testing for functionality of the mobile device
      D   Using same gestures on every screen

16 What type of Installation can we perform for mobile applications?
   I.   Simple file copy to device installs the application
   II. Over the air installation
   III. Via Bluetooth
   IV. Wi-Fi

      A   Only I, II and III
      B   Only I, II and IV
      C   Only I, III and IV
      D   Only II, III and IV

17 You are testing a mobile application. Which of the following is a test you would NOT perform on device?

    A   You check the application functionality after the phone goes into sleep mode.

    B   You use the application and then connect the device with PC

    C   You test the application for side-effects after camera usage

    D   You test the application features by changing boot.ini

18 While testing for power consumption of a mobile application when in use and when not in use (idle) which of the following represents a logical sequence of steps that the tester would take? Power consumption of the device without the application running is already known. Assume that all other conditions that may impact the power consumption are constant.

    A.   **Start the application and use it for a 1 minute**

    B.   **Note down the battery power levels**

    C.   **Continue to use the application for 30 minutes**

    D.   **Stop using the application for 30 minutes**

    E.   **Exit the application**

    A   B-A-B-C-B-E-A-D-B

    B   B-A-C-D-E-B

    C   B-A-D-C-E-B

    D   B-A-E-A-C-B-D-E

19 JoinGuru is testing a mobile application to ensure that the application works with the selected devices, operating systems, screen sizes, and display. The test engineer also uses assistive technology to test for screen magnification and voice-over for the blind and visually impaired. What type of testing JoinGuru test engineer is doing?

    A   Functionality, Compatibility, Usability

    B   Compatibility, Accessibility, Usability

    C   Functionality, Compatibility, Compliance

    D   Functionality, Compliance, Performance

20 Which of the following represents the correct argument that a tester should present to her management regarding mobile app testing?

    A   Desktop applications testing has smaller compatibility matrix as compared to the mobile app testing.

    B   Mobile apps need lesser input testing as input methods for mobile apps are limited.

    C   Mobile apps are more complex than desktop applications because of large number of features mobile apps typically have

    D   Mobile platforms are very unreliable because the technology is new

21 **A tester is testing a mobile application with the goal of ensuring that application is storing data locally and forwarding it to the server when connected. Which of the following is TRUE for above scenario?**

   I.   **Application can freeze or give error**
  II.   **Data consistency issues may be observed**
 III.   **Can't be done on Emulator**
 IV.   **Can be done on actual device**

      A   Only I, II and III
      B   Only I, II and IV
      C   Only I, III and IV
      D   Only II, III and IV

22 **A user is testing an application and performing the following steps:**
Running the application to ensure that it works fine on different devices, all controls are visible, accessible and without any truncation, changing the device settings and observing the impact on the application under test. What type of testing is the user NOT performing?

      A   Testing for battery usage
      B   UI Testing
      C   Testing for devices
      D   Testing for preferences

23 **Which of the following is a VALID reason to perform interoperability testing of the mobile applications?**

      A   Mobile applications need to run on multiple operating systems thus requiring interoperability testing
      B   Different applications might use device features and hardware simultaneously thus requiring interoperability testing
      C   Different applications might need to use different features in different ways thus requiring interoperability testing
      D   Interoperability of different mobile applications is not a requirement

24 **You are testing a mobile app for downloading twitter feeds (sending tweets is not allowed) for various battery conditions including low power mode. Which of the following are the observations you are MOST likely to make?**

   I.   **Battery consumption rate when application runs in background**
   II.   **UI issues when application runs in foreground**
   III. **Sound level issues**
   IV.   **GPS accuracy**
   V.   **Loss of data under low battery conditions/events**
   VI.   **UI issues because of Orientation change**

    A   All of the above
    B   II, III, V and VI
    C   I, II, III and VI
    D   I and V

25 **A tester is testing an application and ensuring that it works in sunny, cloudy, dark weather and also working in normal room lighting, under a lamp. What specific type of testing is the tester performing?**

    A   Field testing
    B   Light sensor testing
    C   Motion sensor testing
    D   Network testing

26 **User is testing the application for screen magnification and voice-over for the blind and visually impaired. What type of testing best describes the scenarios?**

    A   Compatibility Testing
    B   Compliance Testing
    C   Usability Testing
    D   Functional testing

27 **You are testing an application installed from Google Play Store. You have prepared the tests and defined the physical routes (for doing field testing) on which to test the application on variety of devices. What mobile specific tests should be planned for this scenario?**

    A   UI, Orientation, Input Methods, testing for device, testing different sizes and resolutions in field
    B   UI, orientation, input methods, performance
    C   Input methods, testing for interrupts, testing for preferences
    D   Testing for different networks and service providers

28 **Which of the following is NOT likely to be an issue observed while testing keyboard related input method testing?**

        A   System does not retain its settings related to the keyboard
        B   Multiple keyboards may become active
        C   Wrong default keyboard is opened up
        D   Soft keypad does not hide the input fields

29 **ToughCars is in the process of launching a mobile application "Mileage Calculator" for its free service program. They are performing load testing of the application server with the objective of checking client side behavior and that the client is getting response within specified limit. What do you suggest as the testing environment?**

        A   Real device with an instrumented build
        B   Real device with a normal build
        C   Emulator without an instrumented build
        D   Simulator without an instrumented build

30 **Which of the following statements about exploratory testing is correct?**

        A   Exploratory testing and scripted testing can't be done for the same mobile application.
        B   Use of heuristics is one of the ways for performing exploratory testing
        C   Exploratory testing is best done after doing scripted testing
        D   Exploratory testing is best done before doing scripted testing

31 **A mobile application being developed for recording of blood pressure readings is targeted towards individuals and families. One of the requirements states use of the application by multiple users by creating a profile for each users. Which of the following Tours is most likely to be used connected with the given requirement?**

        A   Complexity tour
        B   Store tour
        C   Location tour
        D   User scenarios tour

32 **A tester wants to create a scenario of high resource utilization while testing a mobile app. Which of the following inputs is likely to create this situation?**
        A   Opening multiple keyboards
        B   Shaking the device
        C   Using the camera
        D   Going back

33 **Which of the following are the mobile specific risks to consider while preparing mobile app testing strategy?**
   I.   **Variety of mobile devices**
   II.   **Network coverage in a global scenario**
   III. **Additional Monitor and hard disk space**
   IV.   **Introduction of new technologies/devices/platform affecting application under test**

        A.   A II,IV
        B.   B I, II, III
        C.   C I, II, IV
        D.   D III, IV

34 **You are automating a standalone mobile application using object based recognition method. Which of the following applications is the one that you are likely to be automating?**

        A   Web Application
        B   Native Application
        C   Hybrid Application
        D   Desktop Application

35 **You are automating a stand-alone application where tool fails to recognize the objects. Which method would be BEST suited to automate this application?**

        A   Web Recognition Method
        B   Object Recognition Method
        C   Image recognition Method
        D   Icon recognition

36 **Following are the steps for Automation. Identify the correct sequence.**
   I.   **Edit**
   II.   **Record**
   III. **Debug & re-execute**
   IV.   **Execute**
   V.   **Analyze results**

        A   II, III, I, VI, V
        B   II, I, IV, III, V
        C   I, II, IV, III, V
        D   II, I, III, IV, V

37 **A Startup company is evaluating a tool to automate mobile application testing. Which of the following best describe the evaluation parameters?**

    A   Script Reusability, Easy to sell, Easy to use, Cost, Installation, Support

    B   Multi-Platform Support, Script Reusability, Easy to use, Results and Reports Integration, Cost, Installation, Support

    C   Multi-Platform Support, Easy to use and sell, Easy to learn, Cost, Installation, Support, Regression, Test planning

    D   None of the above

38 **Which of the following correctly represents the capabilities of test automation tools meant for mobile platforms?**

    A   Mobile test automation tools need only native app support

    B   A mobile automation tool may capture images for automation

    C   A platform specific mobile automation tool has no utility

    D   Web support is not required for mobile automation tools

39 **Which of the following test approaches is the least suitable for testing the impact of hardware?**

    A   Lab based

    B   Cloud based

    C   Simulators

    D   Crowd-sourced testing

40 **A tester having access to only a few devices in the company needs to test an application on various devices and networks and needs it quickly. Which of the following environments is suitable and BEST matches the tester's needs?**

    A   Using Emulator/Simulator

    B   Using In-house Lab

    C   Using remote device access

    D   Using multiple devices connected to her machine

This page is for notes