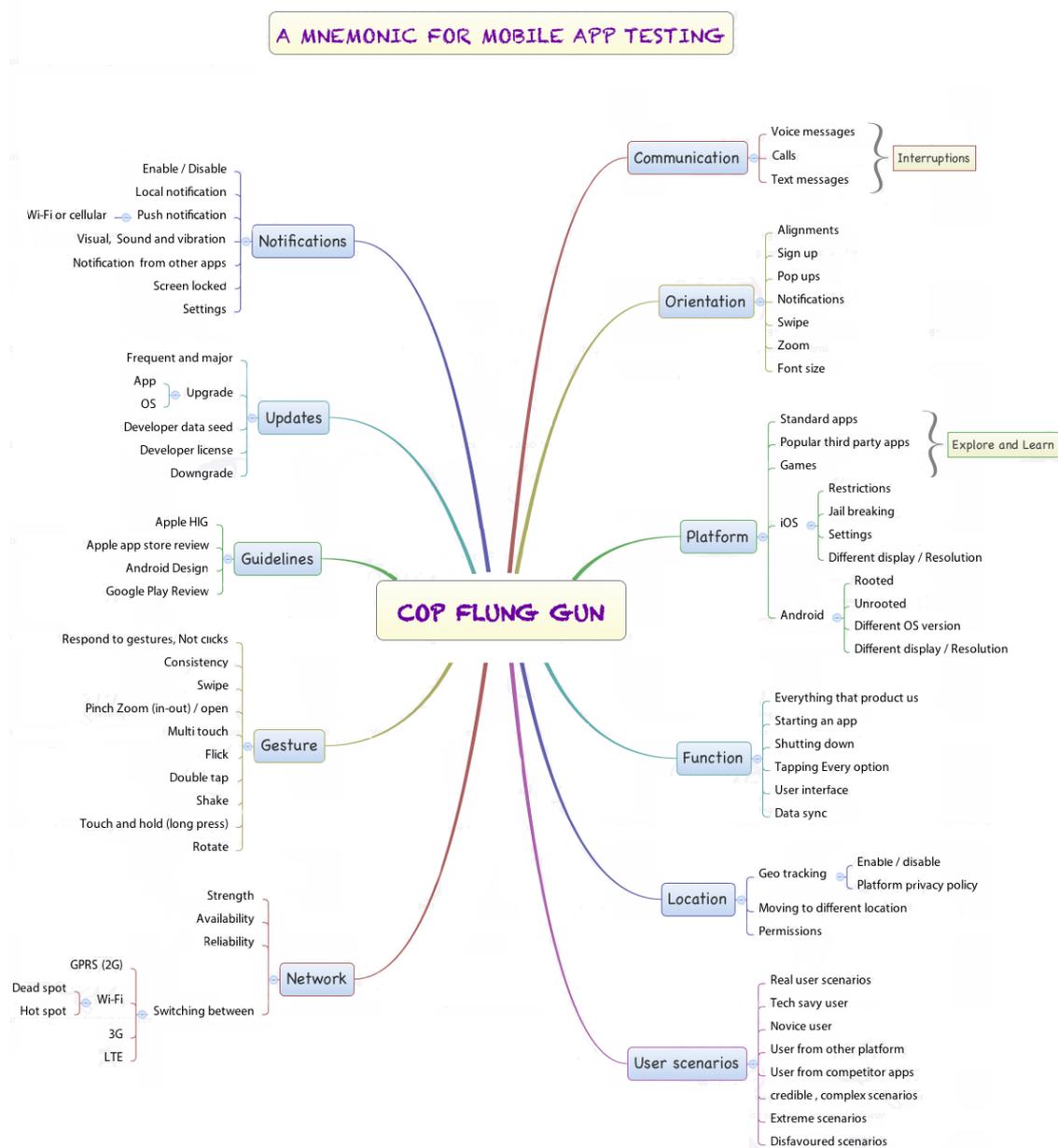# Test Lab - Stephen Janaway's Mobile Testing Cheatsheet

Mnemonics

- http://karennicolejohnson.com/2012/05/applying-the-sfdpot-heuristic-to-mobile-testing
- http://www.kohl.ca/articles/ISLICEDUPFUN.pdf
- http://www.cuelogic.com/blog/a-mnemonic-for-mobile-app-testing/

COP FLUNG GUN created by Dhanasekar Subramanian.

Heuristics

- **The heat heuristic** - if it's getting hot then there's probably a power consumption problem.
- The accidental tap heuristic - if you keep tapping on the wrong thing then it's most likely a UX issue (example - contact share on Marshmallow).
- **The 'what is this damn phone doing?' heuristic** - frustration when you don't know if something is loading in an app or not. Normally caused by poor caching or UX. Sometimes caused by apps not handling low speed or poor mobile networks effectively.
- **The 'why do you need to know this?' heuristic** - when you find your newly downloaded flashlight app is asking to view your contacts.
- **The 'where has my data gone?' heuristic** - where you notice that your data allowance has suddenly gone, due to a data hungry app.
- **The lazy mobile tester fallacy** - when mobile testers only test in their office with perfect WiFi and ambient light.
- **The 'works on my phone' heuristic** - when apps only get tested on phones that the team own personally.

Books

- Tap Into Mobile Testing - https://leanpub.com/testmobileapps
- Hands On Mobile App Testing - http://www.amazon.co.uk/Hands-On-Mobile-App-Testing-Involved/dp/0134191714

Links

- http://www.ministryoftesting.com/resources/mobile-testing/
- http://adventuresinqa.com/
- http://www.slideshare.net/sjanaway/mobile-testing-thats-just-a-smaller-screen-right-53151315
- http://testhuddle.com/resource/the-current-state-of-mobile-testing/
- http://apps.testinsane.com/mindmaps/Mobile-Testing-In-a-Nutshell
- http://gs.statcounter.com/
- http://www.stephenjanaway.co.uk