ASTQB MOBILE TESTER CERTIFICATION GLOSSARY OF TERMS

hybrid applicationA mobile application that requires communication with the web server but also utilizes plug-ins to access device

functionality

mobile application testing Testing that is conducted on mobile applications

mobile web application A mobile application that is designed for use by a variety of

devices with the majority of the code residing on the web

server

native mobile application A mobile application that is designed for a specific device

family and is coded to access specific functionality of the device normally via tools that have been specifically designed

for the device.

mobile application A general term for a software application that is used via a

mobile device such as a smart phone

minimal essential test strategy A lightweight approach to risk analysis sometimes used

when testing mobile applications Acronym: METS Ref: Paskal

operational profileThe representation of a distinct set of tasks performed by

the component or system, possibly based on user behavior when interacting with the component or system, and their probabilities of occurrence. A task is logical rather than physical and can be executed over several machines or be

executed in non-contiguous time segments.

risk analysisThe process of assessing identified project or product risks to

determine their level of risk, typically by estimating their impact

and probability of occurrence (likelihood).

geolocation The identification of the real-world geographical location of

a device

Teststorming A technique used to derive test cases using techniques such

as brainstorming or mindmaps Ref: Rice

emulator A device, computer program, or system that accepts the same

inputs and produces the same outputs as a given system.

native deviceThe actual physical device that is running a mobile application

Synonym: real device

simulator A device, computer program or system used during testing,

which behaves or operates like a given system when provided

with a set of controlled inputs.