

# DUMPS ARENA

## ASTQB Certified Mobile Tester

BCS ASTQB

Version Demo

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**QUESTION NO: 1**

In mobile testing, which type of testing should we-as testers- provide?

- A. Testing that will not slow the progress of the product to market?
- B. Testing that will help reduce the risk of catastrophic failures
- C. Both answers are correct
- D. None of the answers is correct

**ANSWER: C****QUESTION NO: 2**

Which of these is considered as one of the biggest challenges to testing mobile applications?

- A. Defining the users' personas
- B. Frequency of release cycles
- C. Obtaining good simulators
- D. Finding tools for performance testing

**ANSWER: B****QUESTION NO: 3**

You are responsible for performance testing for a new hybrid mobile application that will run on smartphones. The application will use the phone's GPS capability to determine the altitude of the phone. This information will be used to send information to the user indicating the change in their "safe limit" for alcohol consumption. You expect your highest usage of the system to be on New Years Eve when many people are skiing at high altitudes and will need to check their safe limit. For the first year of usage, 5,000 concurrent users are expected to use the application on that one evening.

Given this information, what is the best approach to use for conducting the performance test?

- A. Clone simulators to create 5000 users and conduct the test with those simulators
- B. Clone emulators to create 5000 users and conduct the test using the emulators
- C. Use a mix of simulators and emulators to give the most realistic results
- D. Use crowd-sourcing and real users to get accurate results from real devices

**ANSWER: A**

**Explanation:**

A is correct. Simulators are the best approach for this testing because a large number are needed and specific altitude readings can be programmed into the simulator. B

is not correct because there is no need to interact with the phone's hardware to do this test. The altitude information can be programmed into the simulator. C is not correct because that would just complicate the tests and simulators alone will be sufficient. D would be difficult to manage and getting 5000 concurrent users before New Years Eve might be impossible.

**QUESTION NO: 4**

When conducting security testing on a mobile application, which is the correct set of basic areas to cover?

- A. Access, data protection, documentation
- B. Code, functionality, documentation, security policy
- C. Data creation, data storage, data transfer
- D. Access, data storage, data transfer, security policy

**ANSWER: D****Explanation:**

D is correct per the syllabus. The others are incorrect.

**QUESTION NO: 5**

Which of the following is a reason to use simulators for testing?

- A. Simulators give more accurate performance than real devices
- B. Real devices can be difficult and expensive to procure in large quantities
- C. Simulators can interact with users to provide feedback on usability
- D. Real devices can be quickly configured to provide new testing scenarios

**ANSWER: B****Explanation:**

B is correct. A is incorrect because real devices will always be more accurate. C is incorrect because usability requires the look and feel of the real device. D is not true on a large scale and may not even be true on a small scale. A well-designed simulator should be easier to re-configure as needed.

**QUESTION NO: 6**

You have been doing your mobile application performance testing on a simulator. Why would you need to do some testing on a real device?

- A. Because a simulator is not an exact replica of the real device and may give different performance results. C is not correct because this is precisely why simulators are used – they are easily cloned. D is not correct because simulators can certainly run concurrent applications
- B. Because it is not possible to thoroughly test a simulator to ensure it is working correctly.
- C. Because simulators cannot be cloned to provide enough devices to generate a realistic load
- D. Because simulators cannot run concurrent applications

**ANSWER: A**

**Explanation:**

A is correct. A simulator is not a real device and doesn't have the hardware and connectivity characteristics that the real device has. B is not correct because you can thoroughly test a simulator, but that still won't get around the problem in

A. C is not correct because this is precisely why simulators are used – they are easily cloned. D is not correct because simulators can certainly run concurrent applications

**QUESTION NO: 7**

Correctness can be defined as a combination of which two quality characteristics?

- A. Suitability and accuracy
- B. Usability and performance
- C. Portability and interoperability
- D. Security and usability

**ANSWER: A**

**Explanation:**

A is correct per the syllabus. The others are quality characteristics, but are not components of correctness.

**QUESTION NO: 8**

In lifecycle models, what should testing provide in term of speed of releasing the product to market?

- A. There is no relationship between testing and the speed of releasing the product to market.
- B. As testers, we need to make sure that only critical bugs are solved, all other bugs can be left unsolved so that the product is released as fast as possible.
- C. As testers, we need to employ testing that will make sure that all failures are identified.

D. As testers, we need to employ testing that will not substantially slow the progress of the product to market, but will help reduce the risk of a catastrophic failure.

**ANSWER: D**

#### QUESTION NO: 9

From the user's perspective, what is the difference between native mobile applications and those that were designed to be viewed through a web browser on a mobile device.

- A. Users think that web browser based applications are better because they consume less memory
- B. From the user's viewpoint, there is no difference
- C. Users think that native mobile applications are better because they provide more security
- D. Users think that native mobile applications are better because they provide better performance

**ANSWER: B**

#### QUESTION NO: 10

What types of testing are particularly important for mobile applications based on the user's expectations?

- A. Suitability and Accuracy
- B. Usability and Performance
- C. Portability and Usability
- D. Performance and Security

**ANSWER: B**

#### Explanation:

While all of these are important, the user has particularly high expectations for the usability and performance of a mobile application.