

# ASTQB-MT

**ASTQB MOBILE TESTER CERTIFICATION QUESTIONS & ANSWERS**

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Exam Summary – Syllabus – Questions

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## **ASTQB-MT**

**ASTQB Certified Mobile Tester (ASTQB-MT)**

**40 Questions Exam – 65% Cut Score – Duration of 60 minutes**

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## Know Your ASTQB-MT Certification Well:

The ASTQB-MT is best suitable for candidates who want to gain knowledge in the ASTQB Software Testing. Before you start your ASTQB-MT preparation you may struggle to get all the crucial Mobile Tester materials like ASTQB-MT syllabus, sample questions, study guide.

But don't worry the ASTQB-MT PDF is here to help you prepare in a stress free manner.

The PDF is a combination of all your queries like-

- What is in the ASTQB-MT syllabus?
- How many questions are there in the ASTQB-MT exam?
- Which Practice test would help me to pass the ASTQB-MT exam at the first attempt?

Passing the ASTQB-MT exam makes you ASTQB Certified Mobile Tester (ASTQB-MT). Having the Mobile Tester certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

## ASTQB-MT Mobile Tester Certification Details:

<b>Exam Name</b>	ASTQB Certified Mobile Tester
<b>Exam Code</b>	ASTQB-MT
<b>Exam Fee</b>	USD \$199
<b>Exam Duration</b>	60 Minutes
<b>Number of Questions</b>	40
<b>Passing Score</b>	65%
<b>Format</b>	Multiple Choice Questions
<b>Schedule Exam</b>	<a href="#">ATSQA</a>
<b>Sample Questions</b>	<a href="#">ASTQB-MT Exam Sample Questions and Answers</a>
<b>Practice Exam</b>	<a href="#">ASTQB Certified Mobile Tester (ASTQB-MT) Practice Test</a>

# ASTQB-MT Syllabus:

Domain	Details
<b>Introduction to Mobile Testing</b>	
<b>Expectations from Mobile Users</b>	- Explain the expectations for a mobile application user and how this affects test prioritization
<b>Challenges for Testers</b>	- Explain the challenges testers encounter in mobile application testing and how the environments and skills must change to address those challenges - Summarize the different types of mobile applications
<b>Equipment Requirements</b>	- Explain how equivalence partitioning can be used to select devices for testing
<b>Lifecycle Models</b>	- Describe how some software development lifecycle models are more appropriate for mobile applications
<b>Test Planning and Design</b>	
<b>Identify Functions and Attributes</b>	- Explain why use cases are a good source of testing requirements for mobile applications
<b>Identify and Assess Risks</b>	- Describe different approaches to risk analysis
<b>Determine Coverage Goals</b>	- Explain how coverage goals will influence the level and type of testing to be conducted
<b>Identify Test Conditions and Set Scope</b>	- Describe how test analysts should take the device and application into consideration when creating test conditions
<b>Quality Characteristics for Mobile Testing</b>	
<b>Functional Testing</b>	- For a given mobile testing project apply the appropriate test design techniques - Recall the purpose of testing for the correctness of an application - Explain the important considerations for planning security testing for a mobile application - Summarize the concepts of perspectives and personas for use in mobile application testing - Summarize how device differences may affect testing - Explain the use of Teststorming for deriving test conditions
<b>Non-Functional Testing</b>	- Create a test approach that would achieve stated performance testing goals - Recall aspects of the application that should be tested

	<p>during performance testing</p> <ul style="list-style-type: none"> <li>- Explain why real devices are needed when simulators are used for testing</li> <li>- For a given mobile testing project, select the appropriate criteria to be verified with usability testing</li> <li>- Explain the challenges for portability and reliability testing mobile applications</li> </ul>
<b>Environments and Tools</b>	
<b>Tools</b>	<ul style="list-style-type: none"> <li>- Recall the expected capabilities for mobile application testing tools</li> <li>- Explain the use of generic tools in testing mobile applications</li> </ul>
<b>Environments and Protocols</b>	<ul style="list-style-type: none"> <li>- Recall the sources of data for a mobile application</li> </ul>
<b>Specific Application-Based Environment Considerations</b>	<ul style="list-style-type: none"> <li>- Explain the differences between browser-based and native device applications</li> </ul>
<b>Real Devices, Simulators, Emulators and the Cloud</b>	<ul style="list-style-type: none"> <li>- Explain why testing is not conducted entirely on real devices</li> <li>- For a given mobile testing project, determine how and when to use simulators/emulators during testing</li> <li>- Recall how to verify the reliability of a simulator/emulator</li> <li>- For a given mobile testing project, determine how and when to use cloud-based testing</li> </ul>
<b>Performance Test Tools and Support</b>	<ul style="list-style-type: none"> <li>- Explain how the cloud can be used to support performance testing</li> <li>- Explain the types of data a performance tool needs to be able to create and track</li> </ul>
<b>Future-Proofing</b>	
<b>Expect Rapid Growth</b>	<ul style="list-style-type: none"> <li>- Recall ways in which the mobile application and device market will expand</li> <li>- Recall areas in which user expectations will increase</li> </ul>
<b>Build for Change</b>	<ul style="list-style-type: none"> <li>- Summarize the considerations for building a flexible testing framework</li> <li>- Analyze a given mobile testing project and determine the appropriate activities to reduce maintenance costs while enabling wide product adoption</li> </ul>
<b>Plan for the Future</b>	<ul style="list-style-type: none"> <li>- Explain how lifecycle models are likely to change and how this will affect testing</li> </ul>
<b>Anticipating the Future</b>	<ul style="list-style-type: none"> <li>- Recall the ways in which testers will need to adapt</li> </ul>

## ASTQB-MT Sample Questions:

### Question: 1

In a project that is feature-rich but time-poor, which is the most reasonable approach to risk analysis?

- a) Conduct a full risk analysis, including weighted likelihood and impact ratings for each item
- b) Use a lightweight approach and assign relative importance of each identified item
- c) Skip the risk analysis step and proceed to test execution based on experience
- d) Concentrate on the functional capabilities and disregard the physical capabilities of the device since those should be tested by the manufacturer

**Answer: b**

### Question: 2

What is the best way to verify that a simulator is giving reliable results?

- a) Read the requirements
- b) Test the simulator
- c) Compare the results to the results from a real device
- d) Compare the results from the simulator to the results from an emulator

**Answer: c**

### Question: 3

Which of the following requirements documents would be the best source to determine normal usage scenarios?

- a) Requirements specification
- b) Use cases
- c) User stories
- d) Usability requirements

**Answer: b**

### Question: 4

For a navigation application on a smart phone, which is the most importance device capability?

- a) Telephony
- b) Camera
- c) Email
- d) Geolocation

**Answer: d**

**Question: 5**

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**

**Question: 6**

In what way might a mobile device itself supply data to the mobile application?

- a) By providing location information by using its geolocation capability
- b) By gathering input from the user
- c) By communicating with a backend system
- d) By connecting to another device

**Answer: a**

**Question: 7**

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) Access, data storage, data transfer, security policy
- d) Data creation, data storage, data transfer

**Answer: c**

**Question: 8**

As lifecycle models adapt to meet the needs of the mobile application market, how will the interaction between the developers and testers change?

- a) The interaction will become more formal
- b) Detailed requirements documentation will replace stand up meetings
- c) Developers and testers will return to more traditional, separate roles
- d) Collaboration between developers and testers will increase

**Answer: d**

**Question: 9**

You have a need to test network connectivity in a variety of environments to determine if your web site will respond fast enough and reliably enough to the requests from your mobile web-based application. You don't have the ability to create these environments within your test facilities.

What is the best option to use to conduct this testing?

- a) Find or develop a simulator that can simulate the network interaction of many devices on varied networks
- b) Find or develop an emulator that can emulate the network interaction of many devices on varied networks
- c) Find a cloud-based network simulator that can generate network traffic from a variety of different networks
- d) Implement crowd-source testing to get a large number of people to use their own devices to connect via various networks

**Answer: c**

**Question: 10**

You are planning to conduct performance testing on a new application. You have been given a set of personas to use during this testing.

How should you apply the personas in the performance testing approach?

- a) Personas should be duplicated by the automated tools to create virtual users who can create a realistic load on the system.
- b) Personas should be reviewed to understand the individual tasks being performed. These tasks can then be scripted and performed in sets.
- c) Personas are used primarily for usability testing and should not be used as guidelines for performance testing.
- d) Personas should be used to derive use cases which can be broken down into user stories and then scripted into performance test scripts

**Answer: a**



# Study Guide to Crack ASTQB Mobile Tester ASTQB-MT Exam:

- Getting details of the ASTQB-MT syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the ASTQB-MT exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the ASTQB provided training for ASTQB-MT exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the ASTQB-MT sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on ASTQB-MT practice tests is must. Continuous practice will make you an expert in all syllabus areas.

## Reliable Online Practice Test for ASTQB-MT Certification

Make ProcessExam.com your best friend during your ASTQB Certified Mobile Tester exam preparation. We provide authentic practice tests for the ASTQB-MT exam. Experts design these online practice tests, so we can offer you an exclusive experience of taking the actual ASTQB-MT exam. We guarantee you 100% success in your first exam attempt if you continue practicing regularly. Don't bother if you don't get 100% marks in initial practice exam attempts. Just utilize the result section to know your strengths and weaknesses and prepare according to that until you get 100% with our practice tests. Our evaluation makes you confident, and you can score high in the ASTQB-MT exam.

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