

ISTQB CT-MAT

**ISTQB CTFL - MOBILE APPLICATION TESTING CERTIFICATION
QUESTIONS & ANSWERS**

Exam Summary – Syllabus – Questions

CT-MAT

ISTQB Certified Tester Foundation Level - Mobile Application Testing (CT-MAT)

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

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Know Your CT-MAT Certification Well:

The CT-MAT is best suitable for candidates who want to gain knowledge in the ISTQB Specialist. Before you start your CT-MAT preparation you may struggle to get all the crucial Mobile Application Testing materials like CT-MAT syllabus, sample questions, study guide.

But don't worry the CT-MAT 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 CT-MAT syllabus?
- How many questions are there in the CT-MAT exam?
- Which Practice test would help me to pass the CT-MAT exam at the first attempt?

Passing the CT-MAT exam makes you ISTQB Certified Tester Foundation Level - Mobile Application Testing (CT-MAT). Having the Mobile Application Testing certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

ISTQB CT-MAT Mobile Application Testing Certification Details:

Exam Name	ISTQB Certified Tester Mobile Application Testing
Exam Code	CT-MAT
Exam Fee	USD \$200
Exam Duration	60 Minutes
Number of Questions	40
Passing Score	65%
Format	Multiple Choice Questions
Schedule Exam	Pearson VUE
Sample Questions	ISTQB CTFL - Mobile Application Testing Exam Sample Questions and Answers
Practice Exam	ISTQB Certified Tester Foundation Level - Mobile Application Testing (CT-MAT) Practice Test

CT-MAT Syllabus:

Topic	Details
Mobile World - Business and Technology Drivers	
Mobile Analytics Data	<ul style="list-style-type: none"> - Describe how available mobile analytics data can be used as input for the test strategy and the test plan. - Based on data collected from one or more analytics data sources (geographical location, platform, operating system version and device type distribution), select the device types to be tested and their corresponding prioritization.
Business Models for Mobile App	<ul style="list-style-type: none"> - Distinguish between various business models for mobile applications.
Mobile Device Types	<ul style="list-style-type: none"> - Recall different types of mobile devices.
Types of Mobile Applications	<ul style="list-style-type: none"> - Distinguish between different types of mobile applications.
Mobile Application Architecture	<ul style="list-style-type: none"> - Distinguish between general architecture types of mobile applications.
Test Strategy for Mobile Apps	<ul style="list-style-type: none"> - Apply characteristics and specifics of the mobile market in preparing a test strategy.
Challenges of Mobile Application Testing	<ul style="list-style-type: none"> - Give examples of the challenges associated with testing mobile applications. - Gather market data such as device or operating system market share for a selected region. Gather data for screen sizes and density. Create a list of five devices and calculate the expected market coverage for this list.
Risks in Mobile Application Testing	<ul style="list-style-type: none"> - Describe how risks specific to mobile applications may be mitigated.
Mobile Application Test Types	
Testing for Compatibility with Device Hardware	<ul style="list-style-type: none"> - Describe device-specific features and hardware which should be considered for testing. - Test an app for several mobile device functionalities while the system under test (SUT) is in use to verify correct functioning of the SUT. - Prepare tests for the app's compatibility with screen sizes, aspect ratio, and screen density. - Test an app on several mobile devices (virtual or physical) to show the impact of the resolution and screen size on the app's user interface. - Describe how tests can show the potential effects of device overheating on the system under test.

Topic	Details
	<ul style="list-style-type: none"> - Recall different test types for testing of the various input sensors used in mobile devices. - Recall tests to be run for various input methods. - Test an app for various types of inputs including keyboard-related tests with multiple installed keyboards, gesture-related tests and (optionally) camera-related tests. - Describe how tests can reveal user interface issues when changing screen orientation. - Test an application to check the effect of orientation change on the functionality of the app, including data retention and correctness of the user interface. - Prepare tests for an app using typical mobile device interrupts. - Test an app for several mobile device interrupts while the application is in use. - Prepare tests for changing the access permissions to the device features requested by the app. - Test an app's permissions management by permitting and denying requested permissions and observing behavior when folders and sensor settings are denied at installation or changed after installation. - Prepare tests to verify the impact of an app on a device's power consumption and the impact of its power state on the app. - Test an app under varying battery power levels to discover consumption data and establish performance under low and dead battery states.
<p>Testing for App Interactions with Device Software</p>	<ul style="list-style-type: none"> - Prepare tests for the handling of notifications by the system under test. - Test the effect of receiving notifications when an app is in the foreground and the background. Test the effect of changing notification settings on the app's functionality. - Describe how tests can verify correct functionality of quick-access links. - Test an app for shortcut/quick-access functionality. - Prepare tests for the impact on an app of the user preference settings provided by an operating system. - Test a running app by changing the input value options for the preferences provided by the operating system. - Distinguish between different tests required for native, web and hybrid applications. - Identify the tests needed for apps, depending on the app type. - Recall tests required for apps which are available on multiple platforms or operating system versions. - Recall tests required for co-existence and interoperability with other apps.

Topic	Details
Testing for Various Connectivity Methods	<ul style="list-style-type: none"> - Summarize the tests for connectivity testing, including those across networks, when using Bluetooth and when switching to flight mode. - Conduct tests on an application which is transferring data to the server when the phone switches between Wi-Fi and cell-data connectivity based on their available signal strengths.
Common Test Types and Test Process for Mobile Applications	
Common Test Types applicable for Mobile Applications	<ul style="list-style-type: none"> - Prepare installability tests for mobile apps. - Prepare stress tests for mobile apps. - Give examples of security issues related to mobile apps. - Recall time and resource behavior considerations for mobile apps. - Prepare usability tests for mobile apps. - Choose a tour, a mnemonic or a heuristic for usability testing an app using session-based test management. - Recognize the type of tests required for database testing of mobile apps. - Summarize the tests required for internationalization (globalization) and localization testing of mobile apps. - Summarize the need for accessibility testing in mobile application testing.
Additional Test Levels applicable for Mobile Applications	<ul style="list-style-type: none"> - Describe the additional test levels, such as field testing, and the associated extra activities required for effective mobile application testing. - Describe the tests required for carrying out application store approval for publishing apps.
Experience-based Testing Techniques	<ul style="list-style-type: none"> - Recall session-based test management, personas, and mnemonics in the context of exploratory mobile testing. - Choose a mnemonic (or part thereof) which is specific to mobile application testing for testing of an app using session-based test management. - Describe the usage of tours and heuristics as exploratory techniques for mobile application testing. - Choose a mobile specific heuristic to test mobile application. - Make use of a mobile specific tour (such as the Feature tour) to test a mobile app. - Choose a mobile specific tour to test a mobile application.
Mobile Test Process and Approaches	<ul style="list-style-type: none"> - Match the test process, as described in [ISTQB_CTFL_2018], to the needs of mobile application testing. - Describe the approaches to testing at each test level, specific to mobile application testing.

Topic	Details
Mobile Application Platforms, Tools and Environment	
Development Platforms for Mobile Applications	- Recall the development environments used for mobile application development.
Common Development Platform Tools	- Recall some of the common tools supplied as part of application development platforms. - Use tools from the software development kit to take screenshots, extract a log and simulate incoming events.
Emulators & Simulators	- Understand the differences between emulators and simulators. - Describe the use of emulators and simulators for mobile application testing. - Create and run a simulated/emulated device, install an app and execute some tests on it.
Setting up a Test Lab	- Distinguish between various approaches to set up a test lab.
Automating the Test Execution	
Automation Approaches	- Distinguish between common automation approaches and frameworks for mobile application testing.
Automation Methods	- Describe various automation methods for testing mobile apps.
Automation Tools Evaluation	- Recall the various parameters to be considered during the evaluation of mobile testing automation tools.
Approaches for setting up an Automation Test Lab	- Distinguish between common approaches of creating test labs with advantages and disadvantages with respect to test automation.

ISTQB CT-MAT Sample Questions:

Question: 1

Why should accessibility testing be conducted?

- a) To determine if the app is usable by users with differing needs
- b) Because it is required by the W3C and the platform providers
- c) To completely test the application
- d) As generic test cases exist that must be executed for every application

Answer: a

Question: 2

A company has decided to use crowd testing. Which of the following risks is mitigated by this decision?

- a) Non-availability of important stakeholders during development
- b) Cost of supporting multiple platforms
- c) Non-availability of important devices during testing
- d) Good reviews in the platform provider's app store

Answer: c

Question: 3

You are testing a native iOS app that uses various sensors. Which of the following test types do NOT apply?

- a) Performance testing
- b) Testing for utilization of device features
- c) Cross-browser testing
- d) Device compatibility testing

Answer: c

Question: 4

Which of the following statements is true for feature phones?

- a) Feature phones provide limited support for app installation
- b) Feature phones are similar to smart phones but bigger
- c) Feature phones are the next generation smartphones, with extended functionality
- d) Feature phones have cameras, GPS and other sensors built in

Answer: a

Question: 5

Which of the following is an effective method for field testing?

- a) Using a cloud-based approach
- b) Using tours as a kind of exploratory test technique.
- c) Using an in-house device lab for executing tests on different smartphones
- d) Using a test tool for executing automated tests on mobile browsers

Answer: b

Question: 6

Why is it common for mobile app projects to flip the Test Pyramid?

- a) Unit tests are much more complicated on mobile apps. As a result, it is convenient to only have a few unit tests
- b) Missing tool support for unit and integration testing for mobile apps
- c) Mobile apps are always monolithic. As a result, everything can be tested at system level and there is no need to test at lower levels
- d) Mobile apps require a lot of manual testing, like usability or field testing

Answer: d

Question: 7

You are the quality specialist in a mobile application development team. For which of the following would mobile analytics data be used in the test strategy or test plan?

- a) To define the expected user base of the application.
- b) To derive test levels, test cases and test data
- c) To select the device portfolio and prioritization for test execution
- d) To select the application type and development model to follow

Answer: c

Question: 8

You are developing a test approach for performing connectivity tests on different types of mobile devices. Which of the following should NOT be in scope for this approach?

- a) Switching from GSM to flight mode and back to GSM
- b) Initiating a payment transaction via NFC
- c) Using Bluetooth for pairing with a wearable device
- d) Connecting a USB cable with a power supply

Answer: d

Question: 9

When testing a native app using different device features, which of the following hardware devices is LEAST needed to be in focus when performing the tests?

- a) WLAN module
- b) Integrated speakers
- c) Built-in camera
- d) Headphone access

Answer: a

Question: 10

Which of the following is a typical test type for testing interoperability with OS versions?

- a) Testing for security issues.
- b) Testing for performance problems.
- c) Testing for accessibility standards
- d) Testing for backward compatibility

Answer: d

Study Guide to Crack ISTQB Mobile Application Testing CT-MAT Exam:

- Getting details of the CT-MAT 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 CT-MAT 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 ISTQB provided training for CT-MAT 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 CT-MAT 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 CT-MAT practice tests is must. Continuous practice will make you an expert in all syllabus areas.

Reliable Online Practice Test for CT-MAT Certification

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