



# ISTQB

## CTFL-MAT

**ISTQB Mobile Application Testing Foundation Level**

**QUESTION & ANSWERS**

### Question: 1

Which of the following is an important factor that the tester needs to understand in order to effectively contribute to test planning & analysis?

- A. Input Methods, Camera Types, and Screen sizes
- B. Application downloads per platform
- C. Different screen resolutions
- D. All of the above

**Answer: D**

### Explanation/Reference:

In order to contribute effectively to test planning discussions and test analysis, a mobile application tester should be aware of and familiar with the following factors:

- The business implications of the distribution of platforms
- Application downloads per platform
- The quantity and distribution of OS versions
- The market distribution of various device types, including variations based on geographical location
- Differing screen sizes and resolutions
- The various input methods
- Camera types

### Question: 2

Your team is developing an educational application, some of its content is available for free and the rest of the content is accessed using a monthly subscription. Based on this information, which of the following business models is MOST appropriate?

- A. Freemium Application
- B. Advertisement-based Application
- C. Fee-based Application
- D. Transaction-based Application

**Answer: A**

### Explanation/Reference:

In a Freemium model the applications are generally free but users have to pay if they need additional features. The

applications need to provide sufficient features to be attractive to the users, whilst at the same time providing advanced features for which a large number of users would be willing to pay.

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### Question: 3

Which of the following is True regarding Basic Phones?

- A. Basic phones are used for telephone & SMS only
- B. Basic phones don't include any games installed on them
- C. Basic phones don't come with built-in apps.
- D. Basic phones allow user to perform basic browsing features

**Answer: A**

### Explanation/Reference:

Basic phones are used for telephone and SMS only and provide very few built-in apps and games. The installation of apps or browsing is not possible.

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### Question: 4

Your company is developing a mobile app and you are participating in the decision of selecting the type of this mobile app. The application is not safety-critical. The highest priority for the company is the ease of developing and managing the application. Based on this information, which type of application is considered as the best choice to make?

- A. Native app
- B. Browser-based app
- C. Hybrid app
- D. Web app

**Answer: B**

### Explanation/Reference:

Mobile web apps are created using common web technologies, which generally makes them easier to develop and manage compared to native and hybrid apps. They may however not be as feature-rich as native or hybrid apps and may have limited access to the platform's native Application Programming Interfaces (APIs). The access to mobile sensors is also limited. Installability testing on devices is not needed, but browser compatibility testing is required.

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### Question: 5

Which type of application has the following characteristics:

- Doesn't contain application code customized for the device
- Uses the web browser as the front-end
- Uses JavaScript as the language for implementing client-side logic

- A. Partially-connected application
- B. continuous synchronization application
- C. Thin client application
- D. Thick/fat client application

**Answer: C**

### Explanation/Reference:

1.5 Mobile Application Architecture:

Thin client apps do not contain application code which is customized to the device and make minimal use of mobile operating system features. These apps typically use the web browser as the front-end and JavaScript as the language for implementing client-side logic.

Thick/fat client applications may have multiple layers of application code and may use mobile operating system features. These are typically Native or Hybrid applications.

### Question: 6

Your company is developing a mobile gaming application with a freemium business model, how can this piece of information influence the way in which this application would be tested?

- A. This would help in testing whether the application is producing a good revenue to the company or not.
- B. This would help in determining the devices on which the app needs to be tested in a sustainable fashion
- C. This would help in understanding the need for simulators, emulators, or real devices.
- D. This would help in determining whether the application behavior is a good fit for that business model or not

**Answer: D**

### Question: 7

Which of the following is NOT a challenge when testing mobile apps?