hybrid application  A 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 profile  The 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 analysis  The 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 device  The 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.