



UFT Mobile 3-5

Adoption Readiness Tool (ART)

The Adoption Readiness Tool (ART) provides initial and ongoing enablement to your users to ensure that you get the most out of your software. ART is a cost-effective, comprehensive IT education, documentation, and performance support solution. ART provides pre-built simulation-based courses in Micro Focus software that can be accessed by users anytime, anywhere.

This ART Course contains Voice Narrations in both the course modules and simulations. The audio controls at the bottom of the page enable you to pause, play, and stop the audio, enable/disable the audio, and also display the audio transcript text.



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ART content provides easy access to self-paced learning content enabling your users to not only dive into an online course, but also to gain direct access to individual components to quickly master specific tasks.

- Access printable job aids targeted towards specific application tasks
- View or practice a task in a simulated environment
- Experience full learning with key terms and concepts, product demonstrations and self-assessments by viewing the entire course

Regardless of which route chosen, users will gain an understanding of the important key concepts, as well as gain competency in both the navigation and functionality of the application.

Course Description

In this course, you will learn about using the Micro Focus UFT Mobile 3.5. This online course introduces the UFT Mobile tool and describes how an organization can leverage this software to develop mobile applications and test the applications as part of the development process.

The simulations in this course use UFT Mobile Version 3.x.

Audience/Job Roles

This course is intended for:

- Mobile Application testers
- Developers
- Admins

Course Objectives

Upon successful completion of this course, you should be able to:

- Describe how UFT Mobile will help you optimize, accelerate delivery, and test in real-world scenarios
- Explain how to deliver high-quality mobile applications
- Install and configure UFT Mobile
- Discuss UFT Mobile UI
- Describe the prerequisites for connecting Android and iOS devices to UFT Mobile
- Learn to connect your iOS device with UFT Mobile
- Describe the iOS signing service and Android packaged service
- Create a workspace and assign users to it
- Describe different administration settings for UFT Mobile
- Generate access keys
- Connect Sprinter with UFT Mobile
- Create a test plan, capture test steps, and run tests

Prerequisites / Recommended Skills

To be successful in this course, you need to have a working knowledge of Mobile Application Testing.

Course Topics

Modules	Objectives
Module 1: Introduction to UFT Mobile	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Challenges of Mobile Application Testing ▪ Introduction to UFT Mobile ▪ Features of UFT Mobile ▪ Creating Real Business Impact using UFT Mobile ▪ Accelerating Delivery: Bringing a New Application to Market ▪ Testing in Real-World Conditions ▪ Testing on Real Devices ▪ Simulating Engagements ▪ Virtualizing Network Conditions ▪ Summary ▪ Assessment
Module 2: Introduction to Mobile Application Testing	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ User Experience ▪ Mobile Application Testing ▪ Creating High-Quality Mobile Application using UFT Mobile ▪ Network Virtualization ▪ Manual Testing ▪ Functional Testing ▪ Performance testing ▪ User feedback ▪ Summary ▪ Assessment
Module 3: Deploying UFT Mobile	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ UFT Mobile architecture ▪ Prerequisites for Installation ▪ Server Requirements ▪ Connector Requirements ▪ Network Requirements ▪ Installing UFT Mobile Server ▪ UFT Mobile – Windows Installation ▪ Install UFT Mobile Server on a Windows Machine * ▪ UFT Mobile – Linux Installation ▪ Explore the UFT Mobile Utilities ▪ Manage an application * ▪ Manage Users * ▪ Explore the UFT Mobile Utilities * ▪ Reserve a Device and Explore the Device Lab Tab * ▪ Summary ▪ Assessment
Module 4: Connecting Mobile Devices	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Prerequisites for Connecting Android Devices ▪ Connecting your First Android Device ▪ Prerequisites for Connecting iOS Devices

	<ul style="list-style-type: none"> ▪ Connecting your First iOS Device ▪ Connect your First iOS Device * ▪ Summary ▪ Assessment
Module 5: Managing Mobile Applications	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Packaged Applications ▪ iOS Signing Service ▪ Android Packaging Service ▪ Packaging Android Applications Manually ▪ Packaging iOS Applications Manually ▪ Configure Packaging and Signing Services * ▪ Summary ▪ Assessment
Module 6: UFT Mobile Administration	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Administration ▪ Workspace ▪ Create Workspace and Assign User * ▪ User Management ▪ Administration Settings ▪ Access Keys ▪ Perform Various Admin Tasks * ▪ Summary ▪ Assessment
Module 7: Working with Sprinter	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Sprinter Overview ▪ Connect Sprinter with UFT Mobile * ▪ Create a Test Plan and Capture Test Steps * ▪ Run a Manual Test * ▪ Summary ▪ Assessment
Module 8: Testing with UFT	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ UFT Integration ▪ Connecting UFT with UFT Mobile - Overview ▪ Connect UFT with UFT Mobile * ▪ Recording Tests in UFT ▪ Simulating Events ▪ Changing Device Orientation ▪ Change Device Orientation * ▪ Summary ▪ Assessment
Module 9: Working with LeanFT	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Connecting LeanFT with UFT Mobile – Windows/Mac/Linux ▪ Connect LeanFT with UFT Mobile * ▪ Selecting a Test Application and Device ▪ Creating Test Objects and Steps ▪ Running the Test and Viewing the Results

	<ul style="list-style-type: none"> ▪ Create and Run a LeanFT Test * ▪ Summary ▪ Assessment
Module 10: What's New in UFT Mobile 3.5	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ New Features in UFT Mobile 3.5 ▪ Shared Spaces ▪ AWS Device Farm Integration ▪ Device health Metrics ▪ Simplified iOS Agents Signing ▪ Supported Integrations, Enhancements, and Updates ▪ Summary ▪ Assessment
Module 11: Working with Appium	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Introduction to Appium ▪ Prepare the Environment in Eclipse for Appium Test * ▪ Running the Appium Test ▪ Run Appium Test in Eclipse * ▪ Summary ▪ Assessment
Module 12: Working with ALM and Jenkins	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ ALM Extension for UFT Mobile ▪ Configuring the ALM Site Administration Settings ▪ Setting Email Addresses ▪ Configure UFT Mobile from ALM * ▪ Verify UFT Mobile and ALM connection * ▪ Run UFT Mobile Tests from ALM * ▪ Jenkins Integration ▪ Jenkins Plug-in- Application Automation Tools ▪ Connect Jenkins with UFT Mobile and Upload a mobile application* ▪ Restful API-Overview ▪ UFT Mobile REST API Reference ▪ Summary ▪ Assessment
Module 13: Working with LoadRunner	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ LoadRunner Overview ▪ Virtual User Generator (VuGen) ▪ LoadRunner Controller ▪ LoadRunner Analysis ▪ Create a VuGen Script * ▪ Steps Structure ▪ Define a Step Structure * ▪ Settings and Parameters for a Controller Scenario ▪ Create a Controller Workflow * ▪ Summary ▪ Assessment
Module 14: Working with Network Virtualization	<ul style="list-style-type: none"> ▪ Introduction ▪ Objectives ▪ Introduction to Network Virtualization (NV)

	<ul style="list-style-type: none">▪ Network Virtualization (Overview)▪ Configure NV in UFT Mobile *▪ Run a Test from VuGen with NV *▪ Create Network Profiles *▪ Summary▪ Assessment
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* Indicates a simulation