

Can a Mobile Device Save Your Life?

Testing, Quality, and Ubiquitous Computing



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Introduction

- ⊕ Mobile phones have come a long way since the 1960s
- ⊕ With the right software, today's phone could land a man on the moon with CPU cycles to spare
- ⊕ It's also a multi-band two-way radio, a GPS location device, and possibly even a health monitor
- ⊕ What are the safety implications of mobile devices?
- ⊕ How does mobile computing interact with crime, fraud, privacy, security, and encryption?
- ⊕ What are the testing and quality implications of this modern, mobile world?
- ⊕ Let's take a look...



When I Was a Lad...

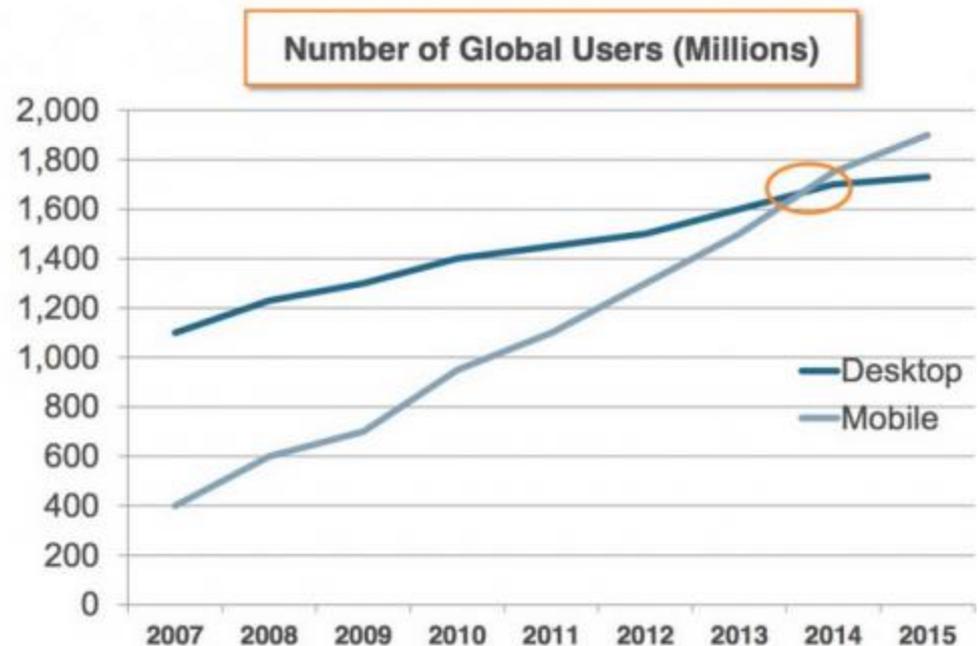
- ⊕ Back in the 1960s, we had spacecraft and we had mobile phones, but...
- ⊕ “Omigod I’m at 5%!” referred to the car’s battery (phones drew 250 watts)
- ⊕ Apollo Guidance Computer had
 - ⊕ 4 KB RAM
 - ⊕ 72 KB (read-only) storage
 - ⊕ 2 MHz, 16-bit, single-core CPU
- ⊕ My current phone has
 - ⊕ 3 GB RAM
 - ⊕ 32 GB built-in storage + 128 GB SD storage
 - ⊕ 1.8 GHz, 64-bit, six-core CPU
- ⊕ Yes, I’m a dinosaur





Mobile, Mobile, Everywhere

- ✦ From humble beginnings, mobile is now everywhere
- ✦ Mobile users outnumber desktop users
- ✦ Hours of mobile app usage outnumbers desktop app usage
- ✦ If you're not testing mobile apps yet, you will be soon
- ✦ If your company's not mobilized yet, it is behind
- ✦ If you're not ready to test mobile apps yet, you risk obsolescence





A Lifeline to the Real World

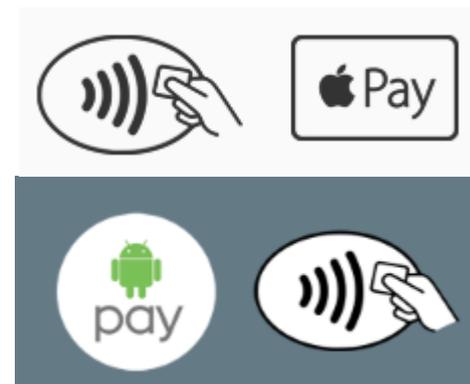
- ✿ In some refugee camps, people will trade food for money
- ✿ The money is often used to pay mobile phone bills
- ✿ The mobile phone serves as link to the outside world
- ✿ People can use the phone to check status of others, send messages to each other, gain information on how to manage their status
- ✿ Consider Twitter use during Arab Spring
- ✿ Social media and messaging applications should be tested with such use cases in mind
- ✿ What uses for your app might emerge?





Electronic Credit Card?

- ✪ Apple Pay and Android Pay use near-field communication to make payments
- ✪ Actual credit card info isn't transmitted
- ✪ However, encryption is necessary to keep transaction secure
- ✪ Beyond the pay-side issues, such technology puts private information in hands of Apple, Google, and whoever comes next
- ✪ Testing should look at both the pay-side and back-end security
- ✪ Back-end privacy is also a concern (e.g., purchases of sensitive items)





Privacy and Security

- ❖ Mobile phones are increasing the target of malware and malvertising
- ❖ Sloppy security on the phone can enable misuse of payment features
- ❖ People often post personal information on social media without considering who will see it
- ❖ Testing of apps should include privacy and security, and how easy it is to use those privacy and security features
- ❖ Note: making privacy and security the default isn't enough
- ❖ Now, if we can get people to avoid doing and posting stupid and embarrassing things....





Gathering, Managing Health Information

- ✦ From NIH website: “Mobile healthcare information management utilizing Cloud Computing and Android OS”
- ✦ Hey, what could go wrong with that?
- ✦ This is just one of over 10,000 mobile apps handling health-related information
- ✦ One of our clients uses health-care management software, some of which runs on mobile devices
- ✦ Test for:
 - ❑ Regulatory compliance (e.g., HIPAA and FDA in US)
 - ❑ Security and privacy, especially in transit
 - ❑ Accuracy of gathered data (e.g., Theranos problem)
 - ❑ Mobile device realities and data collection





Encryption

- ✦ When terrorists shot dozens in California, the FBI got a cell phone
 - ✦ A brouhaha ensued where Apple refused to help break encryption
 - ✦ A company claimed to have done it for the FBI later
 - ✦ Did the FBI really hack it?
- ✦ The entire modern Internet is based on the idea of secure encryption (e.g., PKI)
- ✦ Special expertise in encryption, PKI, certificate management, and the like is needed to test apps that rely on encryption for security
- ✦ Security is a smart career path for testers





Digital Breadcrumbs

- ✦ If left on, your mobile phone makes it possible to track your every move
- ✦ Do you care?
- ✦ You do if you're a terrorist, but even good IT OpSec wasn't enough for Osama Bin Laden
- ✦ Allegedly a courier's momentary lapse contributed to his location
- ✦ Now, tracking individuals via mobile devices is expanding to law enforcement usage in active scenarios
- ✦ Test for:
 - ✦ Sufficient accuracy
 - ✦ Possible mistaken identity (deliberate or accidental)
- ✦ The possibilities, sadly, are endless...





“You Could Use a Guinness John Anderton”

- ✦ In Minority Report, the mark was identified by iris scan
- ✦ Since we all carry tracking devices (aka mobile phones) now, why bother with irises?
- ✦ Google, for one, is working on such custom advertising
- ✦ Unclear on the concept? Think the targeted ads you see in your browser, only flashed on a public screen
- ✦ Now are you worried?
- ✦ Test for things like:
 - ❑ Embarrassing products
 - ❑ Health-status divulgence
 - ❑ Safety issues (e.g., outing police or security agency officers)
- ✦ Equivalence partitioning and personas will be key to such tests





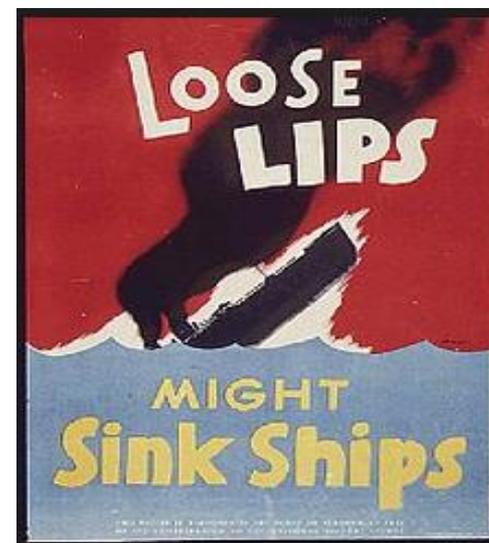
“But Surely We Can Trust Them?”

- ✦ No, surely you cannot, at least not to have your best interests as a priority
- ✦ A silly example: Uber, the mobile ride app, and their “rides of glory” analysis
- ✦ Mobile phone makers and mobile phone software makers are companies
- ✦ Companies exist to maximize profits within legal constraints imposed by governments
- ✦ So, barring legal constraints, if they can make money selling or using information about their users, they will
- ✦ Remember: if you’re not paying for it, you’re the product, not the customer
- ✦ When testing an app, consider how you would feel as a customer, knowing how data is handled
- ✦ Look for scenarios where user data handled questionably
- ✦ Consider ethical issues when testing handling of user data



A Polyglot, Garrulous, Indiscreet Companion

- ❖ Mobile phones have more and more interfaces, both open and proprietary
- ❖ NFC, Bluetooth, WiFi, cellular, etc.
- ❖ Making the device talk openly is often seen as a plus (which it is for increased functionality but not security)
- ❖ Devices often try to communicate (unless told to shut up by disabling communication channels)
- ❖ People's ignorance of basic security leads to indiscreet information risks
- ❖ Test your apps to see if they transmit information that might be sensitive
- ❖ Test your apps to see if they are guilty of TMI with the broader world





That Damned Thing's Gonna Kill You!

- ❖ Cancer scares have long history
- ❖ US NIH: “no consistent evidence...non-ionizing radiation increases cancer risk”
- ❖ Violent theft of phones gets media attention, but is rare
- ❖ Phone theft in general is down due to “kill switch” technologies
- ❖ As usual, it's the boring stuff that kills:
 - ❖ Distracted driving: about 10,000 deaths and 1,000,000 injuries per year in US
 - ❖ Distracted walking: 1000s of deaths and 10,000s injuries per year in US
- ❖ If mobile devices try to intuit distraction, we must be ready to test such features – safely





Testing Mobile: What's the Same?

- ❖ Test techniques and considerations
 - ❖ Black-box, white-box, etc.
 - ❖ Test automation, especially regression testing
 - ❖ Test data management and test environment management
- ❖ Bugs are everywhere
 - ❖ No evidence that mobile apps are less buggy than other software
 - ❖ Simple doesn't mean "won't fail"
- ❖ It's not just about functionality
 - ❖ Usability, performance, and reliability are critical
 - ❖ Testing must address these issues
- ❖ Safety-critical and mission-critical apps need special attention
 - ❖ Don't test such apps less just because they are mobile
 - ❖ If anything, such apps might be used in more critical settings
- ❖ Skills growth a constant consideration
 - ❖ Technology changes rapidly
 - ❖ Test tools are evolving



Testing Mobile: What's Different?

- ⊕ Sensors affect behavior
- ⊕ Connectivity changes
- ⊕ Radios are weird
- ⊕ Extreme interoperability
- ⊕ Battery and power management
- ⊕ Rate of technological change
- ⊕ CPU, memory, and storage limits
- ⊕ Updates, updates, all the time
- ⊕ Interaction with the real world
- ⊕ Interaction with the user



Conclusion

- ❖ Mobile devices have come a long way, especially in the last decade
- ❖ Mobile apps can provide convenience, entertainment, and even support health and safety
- ❖ However, there are risks that must be addresses through testing
- ❖ Testing of mobile apps is both the same and different as testing PC apps
- ❖ Smart test professionals should know the risks and position themselves to be ready to test mobile apps



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