

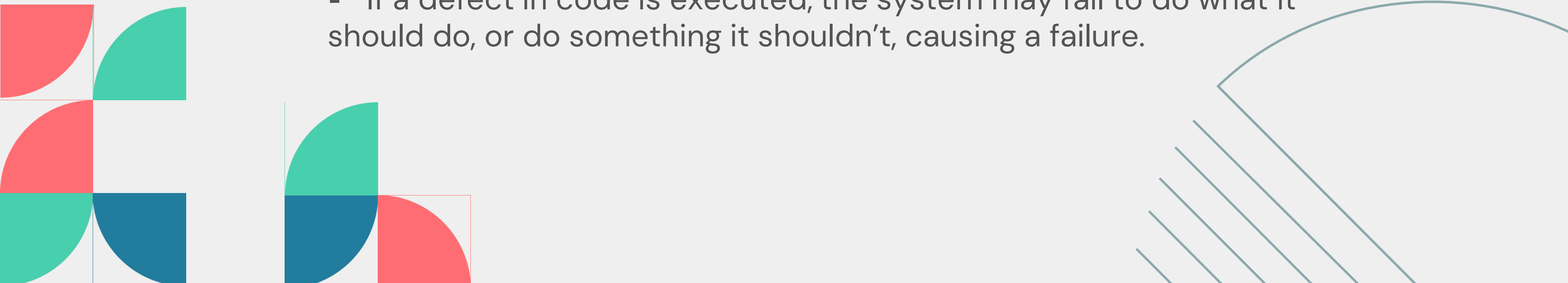


# BUG/DEFECT LIFE CYCLE

STP Training Academy



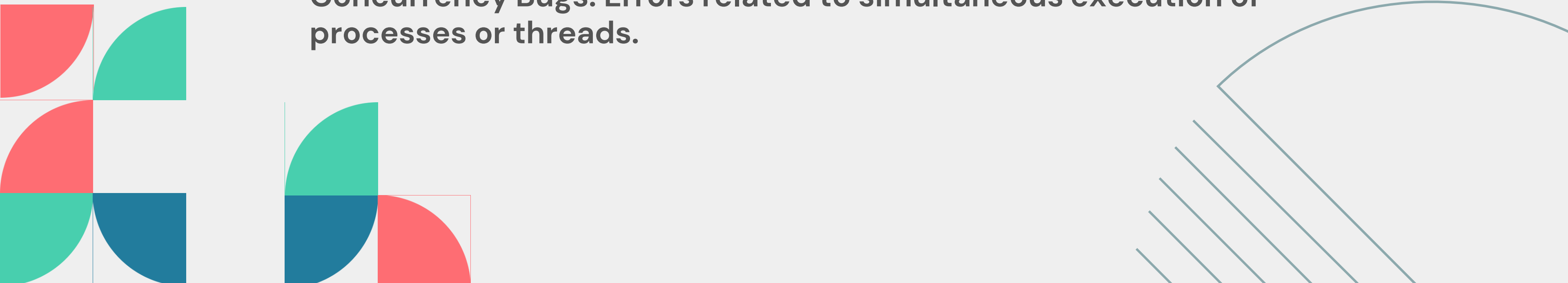
# WHAT IS DEFECT

- Defects can be found in documentation, such as a requirements specification or a test script, in source code, or in a supporting artifact such as a build file.
  - Defects in artifacts produced earlier in the SDLC, if undetected, often lead to defective artifacts later in the lifecycle.
  - If a defect in code is executed, the system may fail to do what it should do, or do something it shouldn't, causing a failure.
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# WHAT IS BUG

A bug is an anomaly or defect in software code that leads to unexpected behavior or produces incorrect results when the program is executed.

- **Syntax Errors:** Violations of programming language rules.
  - **Logic Errors:** Flaws in program logic causing incorrect behavior.
  - **Runtime Errors:** Issues occurring during program execution.
  - **Integration Errors:** Problems arising from interactions between software components.
  - **Concurrency Bugs:** Errors related to simultaneous execution of processes or threads.
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# SEVERITY



## CRITICAL

BUGS THAT CAUSE  
SYSTEM CRASHES,  
DATA LOSS, OR  
SECURITY  
VULNERABILITIES.

## MAJOR

BUGS THAT  
SIGNIFICANTLY  
IMPAIR  
FUNCTIONALITY OR  
USER EXPERIENCE.

## MINOR

BUGS THAT HAVE  
MINIMAL IMPACT  
ON FUNCTIONALITY  
OR USER  
EXPERIENCE.

# PRIORITY LEVELS

## HIGH

BUGS THAT REQUIRE  
IMMEDIATE  
ATTENTION AND  
RESOLUTION.

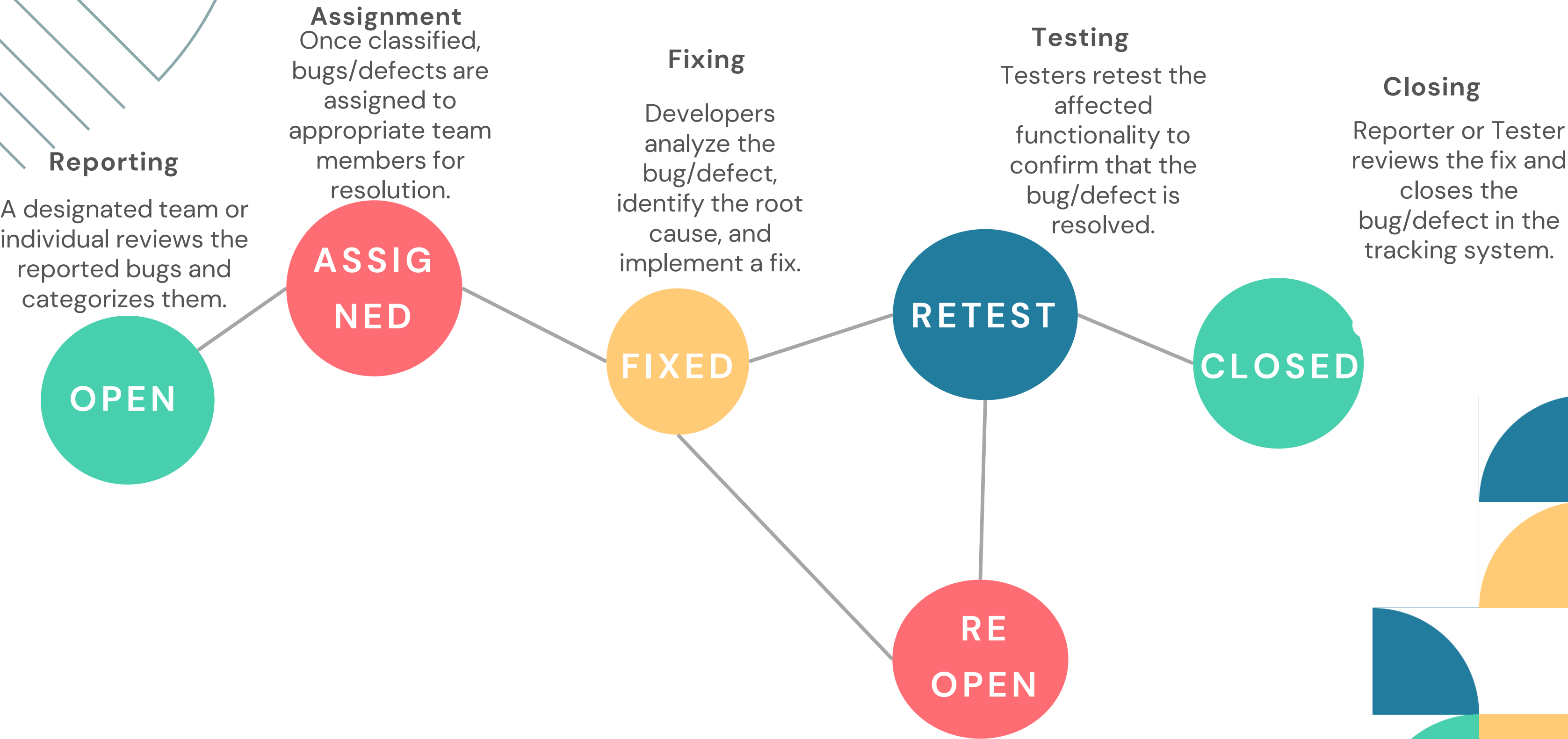
## MEDIUM

BUGS THAT NEED TO  
BE ADDRESSED SOON  
BUT MAY NOT BE AS  
URGENT AS HIGH  
PRIORITY ISSUES.

## LOW

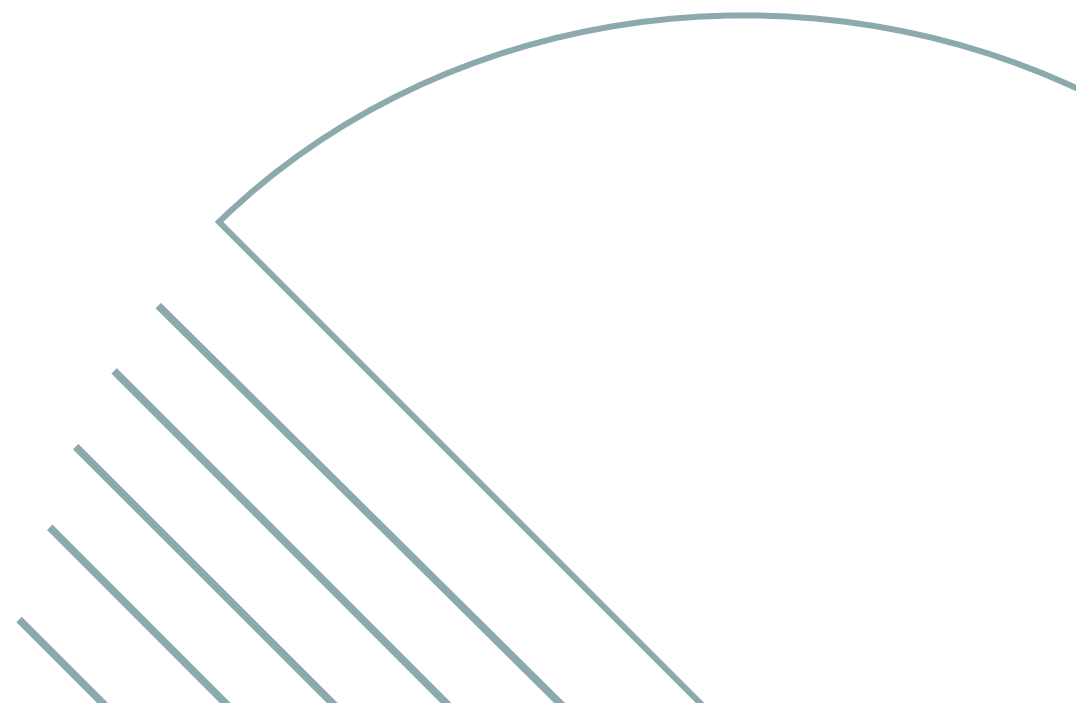
BUGS THAT CAN BE  
DEFERRED TO LATER  
RELEASES OR  
UPDATES.

# BUG LIEE CYCLE



# BUG REPORT ELEMNT

- Title/Summary:
- Precondition
- Environment
- Reproduction Steps:
- Additional Information:
- Screenshots/Attachments:
- Priority
- Severity:
- Assigned To:
- Status:
- Reported By:
- Date/Time
- Comments/Notes:





# THNK YOU

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