Bug Life Cycle

- As soon as the tester finds the bug, status is given as **New**, which indicates that a bug is just found.
- Lead tester approved the bug & assigned to the Developer team the status changed to **Assigned.**
- Developer team assigned the bug to the concerned developer and then started to analyse & work on that bug then status changed to **Open.**
- Developer will analyze the code and does the necessary changes, and change the status as **Fixed**.
- Once the code changes are done, and the bug is fixed, the test engineer re-test the bug & change the status as **Retest.**
- Once the bug is fixed status changes to **verified** else if the bug is not fixed, status changes to **reopen.**
- If the bug fixes properly, and functionally working according to the requirement status changes to **Close.**
- If the bug is repeated two times**,** status changes to **Duplicate.**
- If the tester find the bug & if it is not genuine the developer can reject the bug , status changes to **rejected.**

Priority (Buisiness Related)

Priority decides the order in which a defect should be fixed.

Defect priority is set by product owner.

3 types:

1.**Low** : a repair can be done once the more serious defects can be fixed.

2.**Medium** : should be resolved during the normal course of the development but can't wait   more

3.**High** : should be fixed first.

Severity (Functional related)

How much the defect impact the entire system.

It is determined by QA Engineer.

Severity is divided into 4 categories:

- Critical : Application completely down
- High: A feature completely down
- Medium: A feature partially down
- Low: Small UI issues.

Bug Report

A bug report is a report that provides details of a bug.
It includes :
- Defect id
- Defect description / Summary
- Version
- Steps to reproduce
- Attachment
- Priority/Severity
- Work around
- Date of release
- Detected person
- Status of bug
- Fixed by:
- Date of close the bug
- Release id
- In which sprint the bug was detected
- User story