The number of states that a defect goes through varies from project to project. Below lifecycle diagram, covers all possible states

* **New:** When a new defect is logged and posted for the first time. It is assigned a status as NEW.
* **Assigned:** Once the bug is posted by the tester, the lead of the tester approves the bug and assigns the bug to the developer team
* **Open**: The developer starts analyzing and works on the defect fix
* **Fixed**: When a developer makes a necessary code change and verifies the change, he or she can make bug status as “Fixed.”
* **Pending retest**: Once the defect is fixed the developer gives a particular code for retesting the code to the tester. Since the software testing remains pending from the testers end, the status assigned is “pending retest.”
* **Retest**: Tester does the retesting of the code at this stage to check whether the defect is fixed by the developer or not and changes the status to “Re-test.”
* **Verified**: The tester re-tests the bug after it got fixed by the developer. If there is no bug detected in the software, then the bug is fixed and the status assigned is “verified.”
* **Reopen**: If the bug persists even after the developer has fixed the bug, the tester changes the status to “reopened”. Once again the bug goes through the life cycle.
* **Closed**: If the bug is no longer exists then tester assigns the status “Closed.”
* **Duplicate**: If the defect is repeated twice or the defect corresponds to the same concept of the bug, the status is changed to “duplicate.”
* **Rejected**: If the developer feels the defect is not a genuine defect then it changes the defect to “rejected.”
* **Deferred**: If the present bug is not of a prime priority and if it is expected to get fixed in the next release, then status “Deferred” is assigned to such bugs
* **Not a bug**:If it does not affect the functionality of the application then the status assigned to a bug is “Not a bug”.

**Bug last project**

