

Priority and Severity

Priority: Priority is the order in which developer should resolve a defect. Priority indicates how soon the bug should be fixed.

Type of priority: Priority is of three types, each of them is described further:

- **Low Priority:** Defect is irritable but repairs can be done once serious defect has been fixed.
- **Medium Priority:** Defect should be resolve in the normal course of the development activities. It can wait until a new build/version is created.
- **High Priority:** Defect must be resolve as soon as possible because the defect is affecting product very deeply.

Severity: A severity is degree of impact that a defect has on the operation of the product. This also indicates the seriousness of the defect on the product functionality.

Type of severity:

- **Critical:** This defect indicates complete shutdown of the process, nothing can proceed further.
- **Major:** It is highly severe defect and collapses the system. However, certain part of the system remains functional.
- **Moderate:** It causes the system to produce incorrect, inconsistent or incomplete result.
- **Minor:** Here, desired result can be easily obtained by working around defect.
- **Cosmetic:** Defect that is related to enhancement of the system where the changes are related to look.