

DEFECT LIFE CYCLE (OR) BUG LIFE CYCLE

When we found a defect for the first time, we will raise it as bug.

Then we will assign it to the Developer.

Then Developer will open the bug and verify whether it is valid or invalid bug.

If it is a valid bug means, developer will fix it.

Once developer fixed the bug, they will move it to testing team for retesting.

After receiving the new build, we need to Retest the bug whether it is fixed or not.

If the bug is fixed, then we need to verify and close the bug.

If the bug is not fixed means, then we need to reopen the bug by assigning it back to the developer.

Here developers also can reject the bugs by

Duplicate – if the same bug was already raised by someone.

Not a bug – if developers feel it's not a genuine bug.

Deferred – if developers feel it can be fixed later on upcoming sprint or releases (mostly low priority bugs).

HOW WILL YOU RAISE A BUG?

In Defect Management Tool, we need to click the create button and then select the issue as bug.

Then we need to provide the defect name in summary and provide detailed information about the bug in description by mentioning,

The bug is found in which environment, platform and browser.

Then we will provide the steps to reproduce with expected, actual result and Test Data.

Then we will provide the priority of the bug.

Then we will attach the screenshots with the bug and link the bug with the story, so that we can track it easily.

Then we will assign the bug to the developer and click create button.

Then we will track the bug using bug life cycle.