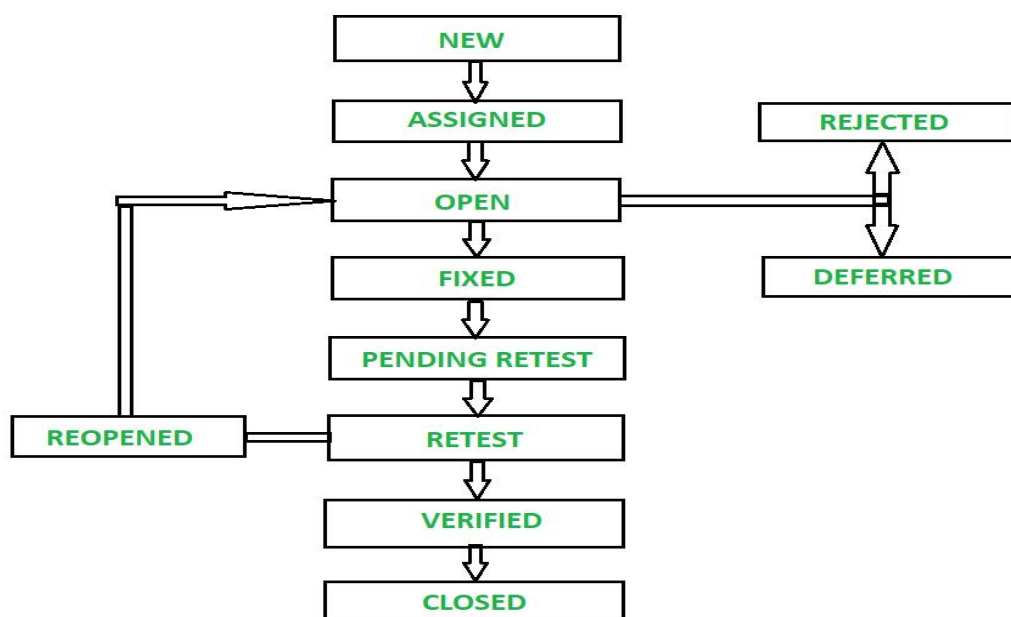


Bug Life Cycle

The **Bug Life Cycle** (also called Defect Life Cycle) is the process that a bug goes through from the moment it's found until it's fixed and closed. This helps the team track and manage bugs to ensure they are properly resolved.

Here's a simplified version of the Bug Life Cycle:

- **New:** A tester or user finds a bug and reports it. At this stage, the bug is labeled "New" and waits to be reviewed.
- **Assigned:** The bug is reviewed by the project manager or lead, and it's assigned to a developer to fix.
- **Open:** The developer looks into the bug and starts working on fixing it. The bug is now marked as "Open."
- **In Progress:** The developer is actively working on resolving the bug.
- **Fixed:** After fixing the bug, the developer marks it as "Fixed" and passes it back to the testing team.
- **Test/Verification:** The testers check whether the bug has been properly fixed. They run tests to make sure the issue is resolved.
 - **If Fixed:** If the bug is fixed, it moves to the next step.
 - **If Not Fixed:** If the bug is still present, the tester **Reopens** the bug, and it goes back to the developer for more work.



- **Closed:** If the tester confirms that the bug is fixed and everything works, they mark the bug as "Closed."
- **Reopened:** If the tester finds that the bug isn't actually fixed, the bug is "Reopened" and assigned again to the developer.
- **Deferred:** If the bug is not urgent or related to future updates, it can be "Deferred" to be fixed later.
- **Rejected:** If the developer or project manager believes the bug is not valid or can't be reproduced, it may be "Rejected."