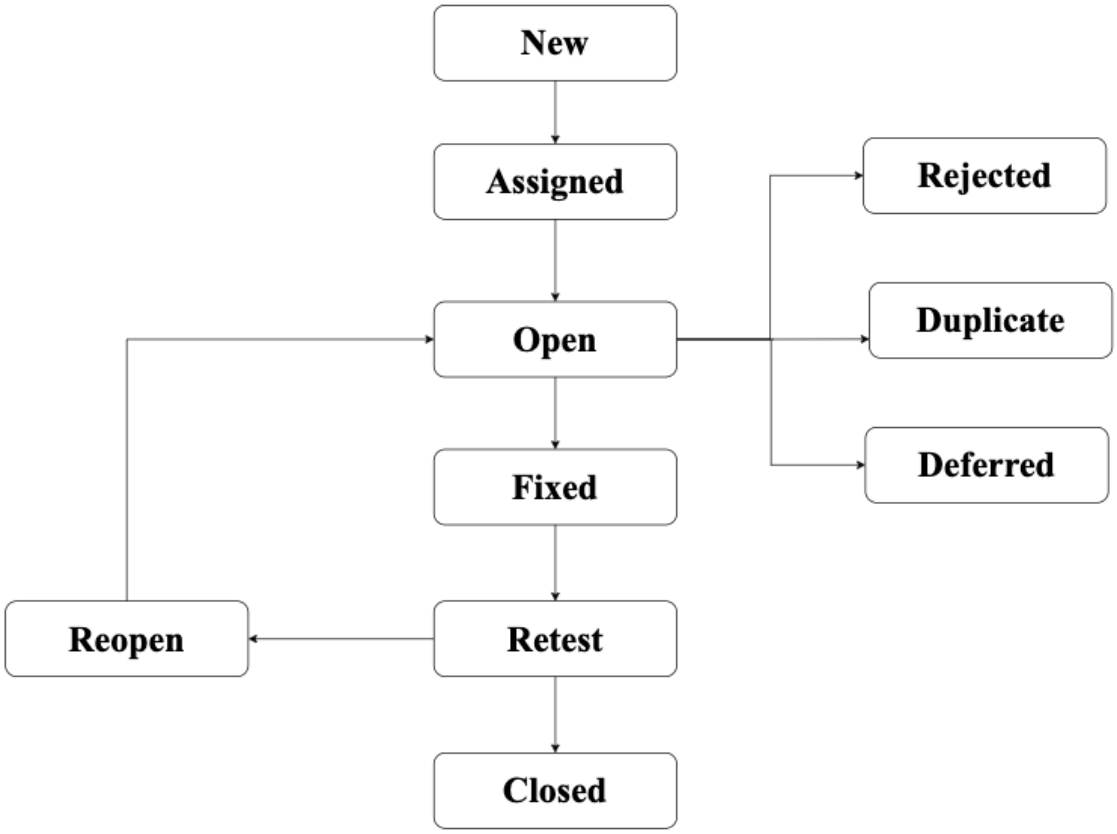
Defect/Bug Life Cycle:

● Bug/Defect life cycle is nothing but the journey of the particular defect/bug.

● The goal of the Bug/Defect life cycle is we know the exact bug status.

● There are different states of the Bug/Defect:

1. New
2. Assigned
3. Open
4. Fixed
5. Rejected
6. Duplicate
7. Deferred
8. Retest
9. Reopen
10. Closed



1.New:

● As soon as the test engineer finds the bug, status is given as New, which indicates that a bug is just found.

● Test engineer will provide all necessary details of that bug.

2.**Assigned**:

● This new bug needs to be reported to the concerned Developer by changing the status as Assigned so that the responsible person should take care of the bug.

● This is assigned by the project lead or the manager of the testing team to a developer

● Sometimes the Tester will also assign to the developer.

3.Open

● Then the Developer first go through the bug, which means that the Developers read all the navigation steps to decide whether it is a valid bug or not.

4.Rejected:

● If the developer thinks the bug is not a valid bug then the developer will reject the bug and change the status to rejected.

5.Duplicate:

● If developer finds that same bug is already exist then they will change the status to Duplicate

6.Deferred

● If the bug is valid but that is not important and it can get fixed in the next release so they will mark it as deferred.

7.Fixed:

● If the bug is valid, the Developer starts reproducing the bug on the application, once the bug is successfully reproduced, the Developer will analyze the code and does the necessary changes, and change the status as Fixed.

8.Retest:

● After fixing the bug, the test engineer will retest the bug to verify the bug is fixed or not.

9.Reopen:

● If the bug is not fixed then the test engineer will change the status to reopen and assign back to the developer.

10.Closed:

● If bug is fixed and it does not exist any longer then test engineer will change the status to Closed.

Interview Question:Explain difference between the Defect, Bug, Error and Failure?

Defect:

● The variation between the actual result and expected result is known as defect.

● If a developer finds an issue and corrects it by himself in the development phase then it's called a defect.

Bug:

● If testers find any mismatch in the application/system in the testing phase then they call it a bug.

● People widely say the bug is an informal name for a defect.

Error:

● We can't compile or run a program due to coding mistakes in a program.

● If a developer is unable to successfully compile or run a program then they call it an error.

Failure:

● Once the product is deployed and custom finds any issue then they call the product a failure product.

● After release, if an end user finds an issue then that particular issue is called as failure.

Three Pillars Of Scrum

Transparency:

● Everyone from the team needs to share all the right information so everyone can be aware about the progress.
● We don’t hide anything from customer

Inspection:

● Frequent inspection are done to ensure scrum team achieve it’s sprint goal
● The Product owner, Project Manager, Scrum Master and Senior member of the team do regular inspection and check if the team has any blocker which will hamper from achieving sprint goal.

Adaptation

● From inspection we will identify the weak areas, issues, and mistakes so the team needs to adapt those things and need to work on that for better outcome.

Scrum Values:

Scrum is a very popular and well-known framework for agile software development. A few years ago the Scrum added 5 values to the framework that each member of the team uses to guide his decision making. Not a lot of people know and understand these values, but they are critical to the successful implementation of scrum

Courage:

● Scrum team makes their own decisions, so they should be courageous enough to take those decisions.
● Courage to accept mistakes, take feedback & take corrective action.

Focus:

● Everyone focuses on the work of the Sprint and the goals of the Scrum Team.
● When we are dealing with complexity and unpredictability, focus is essential in order to get anything meaningful done.
● Because we focus on only a few things at a time, we deliver the most valuable items sooner.

Commitment:

● Taking Collective responsibility to achieve sprint goal.
● Scrum team members must be committed to success and be willing to create realistic goals and stick to them.

Respect:

● Respect towards team members & scrum events, respect meeting timelines, respect towards decision taken by Product owners, respect towards diversified views.

Openness:

● The Scrum team and its stakeholders agree to be open about all the work and the challenges with performing the work