

BUG TRACKING SYSTEM

CODEFURY PROJECT

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Table of Contents

SNo.	CONTENT	PAGE NUMBER
1	INTRODUCTION	01
2.	SYSTEM ARCHITECTURAL DESIGN	02
3.	DATA DESIGN	03-07
4.	ER DIAGRAM	08
5.	USER INTERFACE DESIGN	09

Introduction

Bug Tracking System is an online application that is intended to support quality affirmation and developers monitor revealed programming bugs in their work. Bugs will be allotted to an individual with a bug id, description and some other details. Bug can be submitted to the manager with a connection for the bug definite report. • Admin can look after clients, ventures, associations, bug classifications, bug needs, status of bug and so forth.

Purpose

Bug Tracking System is to test the application for the bugs and report it to the venture director and designer.

- The primary goal behind the Bug Tracking System is that to follow bugs and report them.
- Store the bug data with an interesting id in the information base

SYSTEM ARCHITECTURE DESIGN

System Architectural Design is a cycle of breaking down a huge complex framework into little subsystems. These subsystems are intended for offering some related types of assistance.

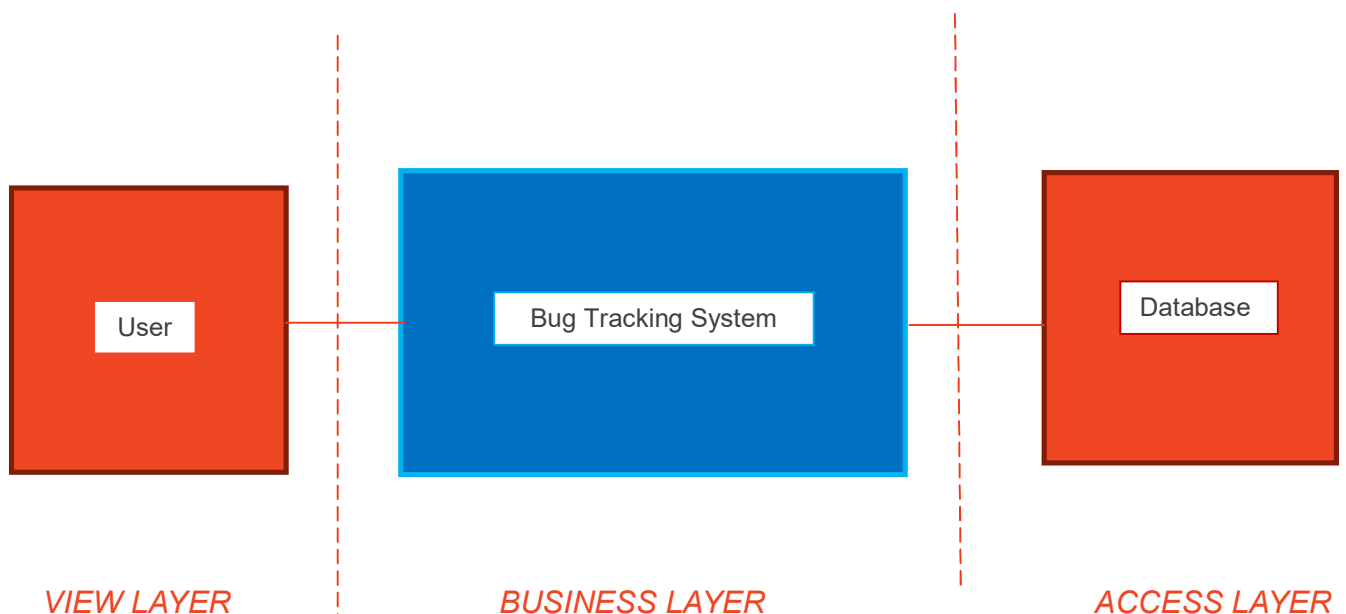
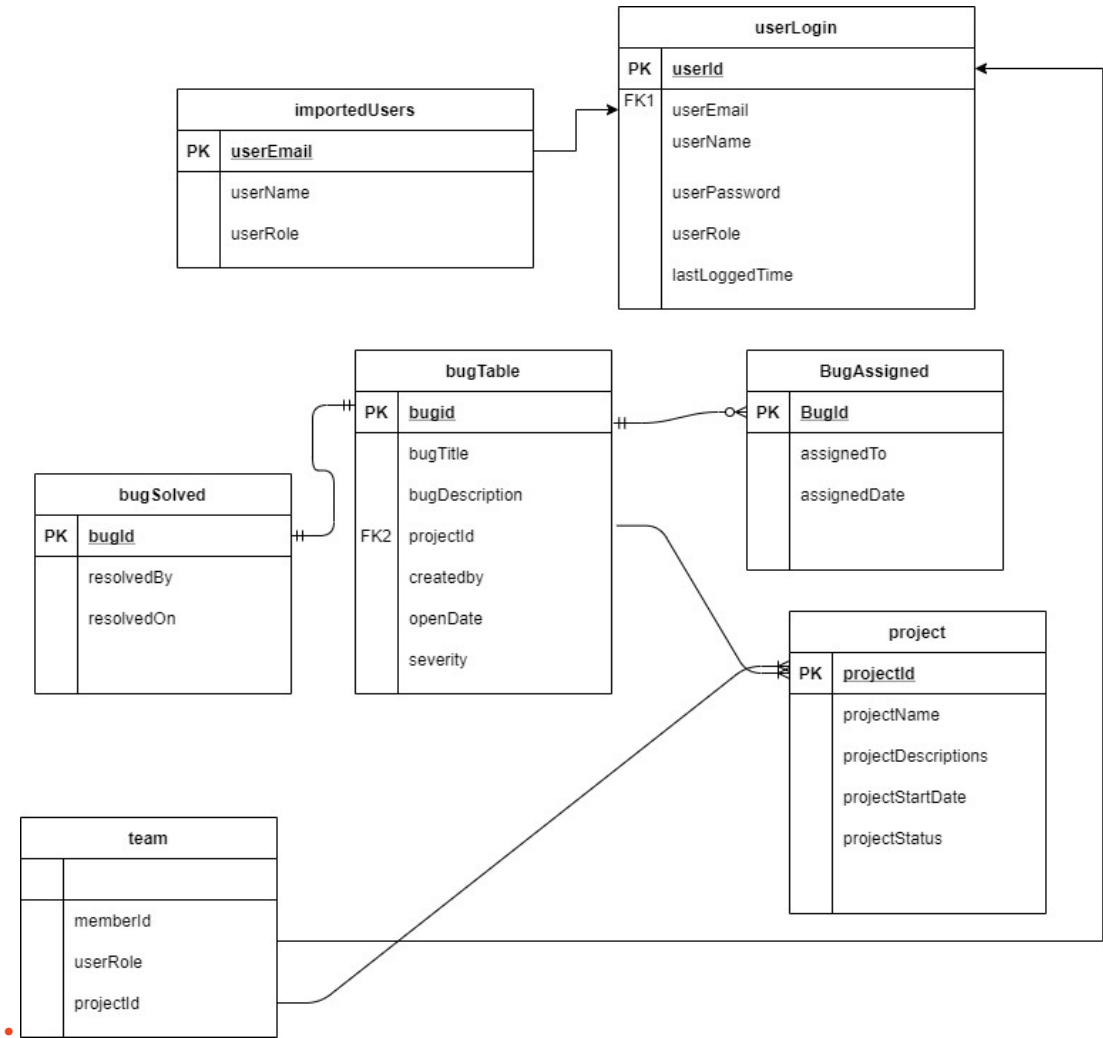


Fig. System architecture View

DATA DESIGN

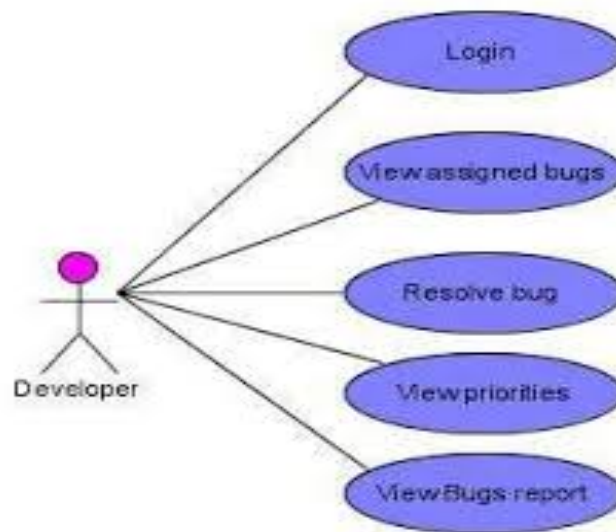
Class Diagram

The **class diagram** is the main building block of object-oriented modeling. It is used for general conceptual modeling of the structure of the application, and for detailed modeling translating the models into programming code. **Class diagrams** can also be used for data modeling.

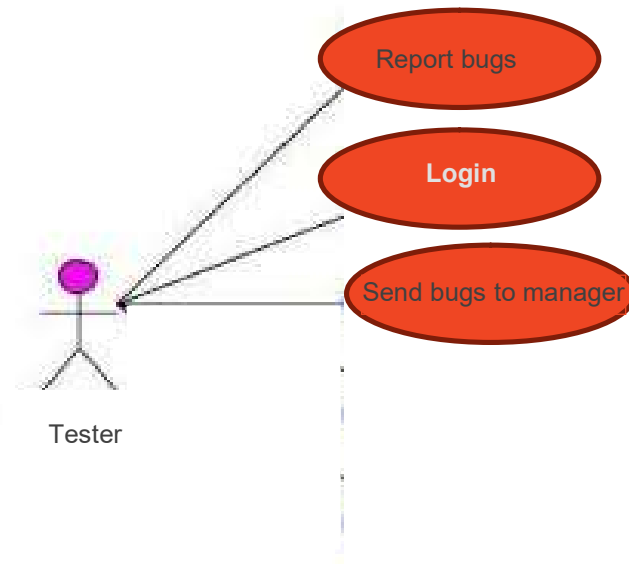


USE CASE DIAGRAM

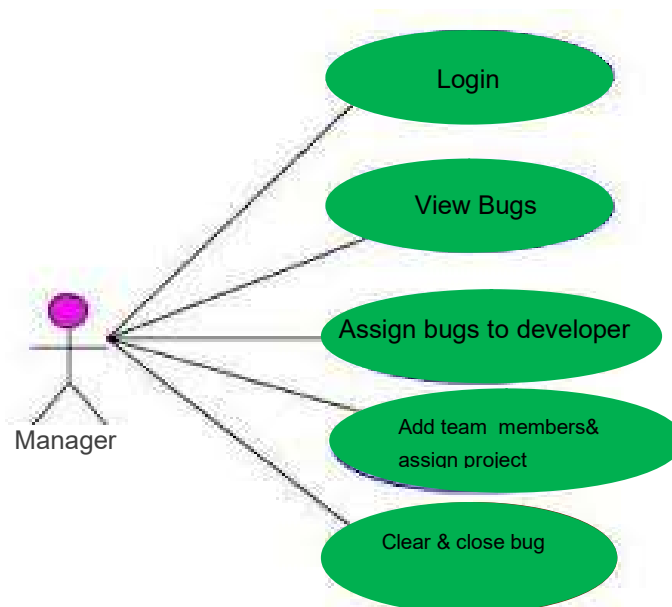
- Developer



- Tester

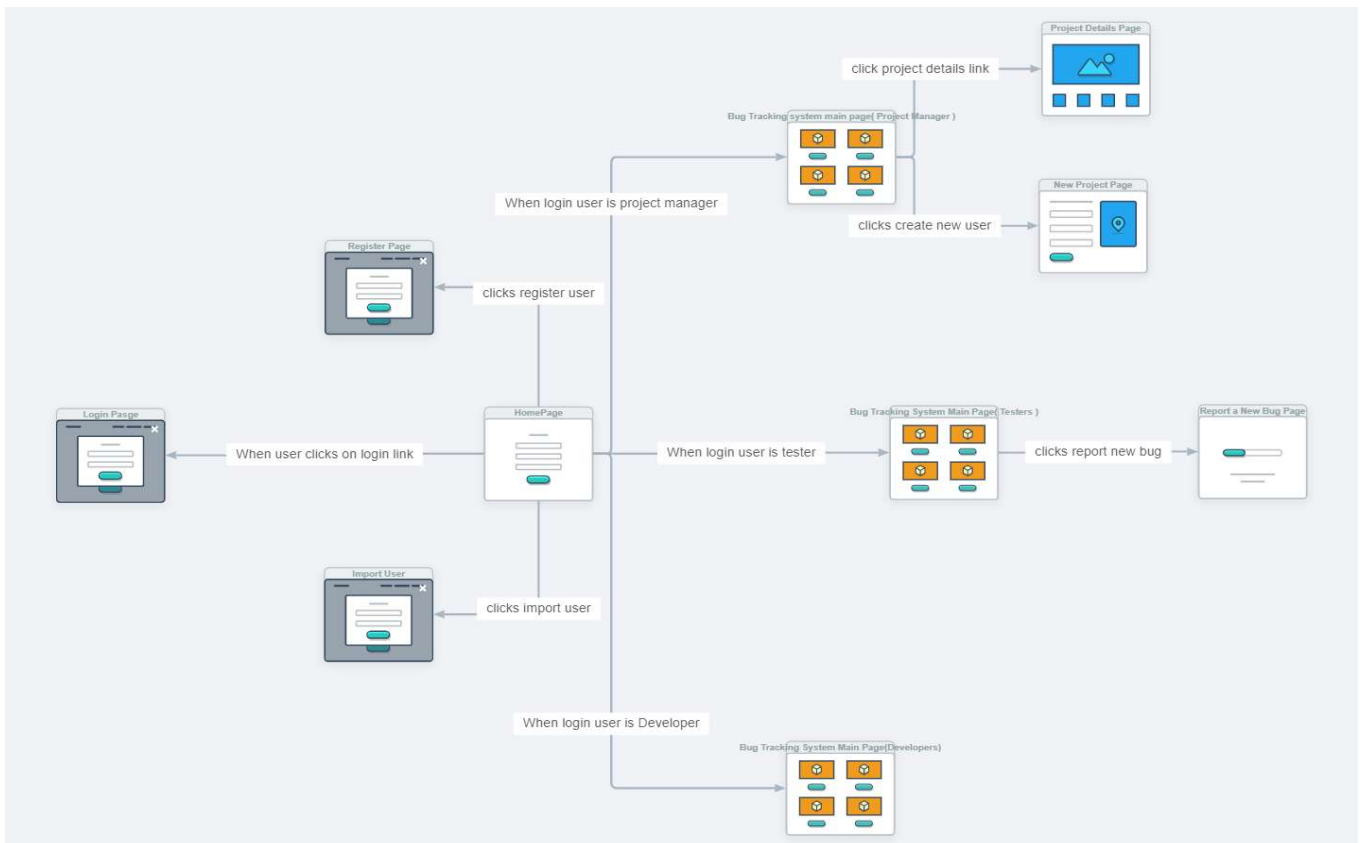


- Manager

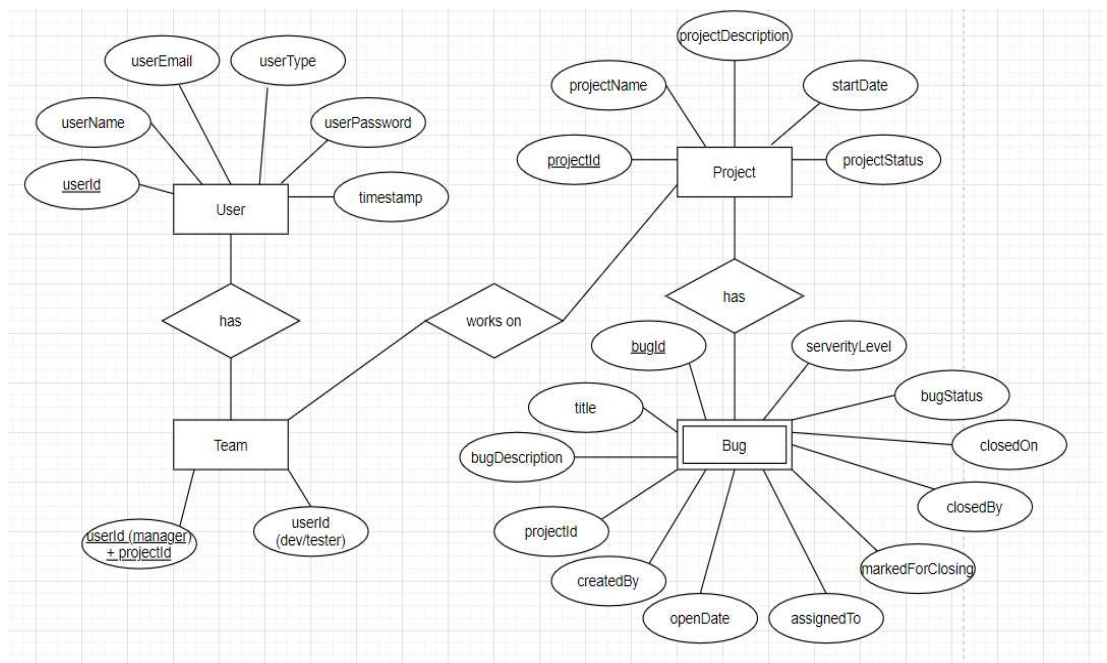


DATA FLOW DIAGRAM

Data flow diagrams are used to graphically represent the flow of data in a business information system. DFD describes the processes that are involved in a system to transfer data from the input to the file storage and reports generation. Data flow diagrams can be divided into logical and physical.



ER DIAGRAM



USER INTERFACE DESIGN
