**What is Bug Severity?**

Bug severity is the measure of the impact a defect (or bug) can have on the development or functioning of an application feature when it is being used. It depends on the effect of the bug on the system. Depending on how much of a threat the bug can pose to the software, bug severity can be divided into multiple levels:

* **Low:** Bug won’t result in any noticeable breakdown of the system
* **Minor:** Results in some unexpected or undesired behavior, but not enough to disrupt system function
* **Major:** Bug capable of collapsing large parts of the system
* **Critical:** Bug capable of triggering complete system shutdown

Usually, QA engineers are the ones to determine the level of bug severity.

**How to determine Bug Severity?**

1. Identify how frequently the bug can occur. Even if the bug itself is minor, it can be problematic if it frequently occurs in the code. In this case, the minor defect can majorly disrupt the end-user experience.
2. Once the defect has been isolated and identified, it can be examined to evaluate its severity.

**What is Bug Priority?**

Bug priority refers to how urgently a bug needs to be fixed and eliminated from the website or app in question. Basically, it’s a measure of how the bug should be prioritized in the debugging hierarchy. Correctly assigning bug priority is integral to planning a [software development life cycle](https://www.browserstack.com/guide/learn-software-development-process) successfully.

Levels of bug priority:

* **Low:** Bug can be fixed at a later date. Other, more serious bugs take priority
* **Medium:** Bug can be fixed in the normal course of development and testing.
* **High:** Bug must be resolved at the earliest as it affects the system adversely and renders it unusable until it is resolved.

Testers can determine bug priority with the same two steps described earlier to determine bug severity.

<https://www.browserstack.com/guide/bug-severity-vs-priority>