**Severity:**

Severity measures the impact of a defect on the software, indicating its significance and effect on the software's functionality.

* A higher effect of the bug on system functionality will lead to a higher severity level.
* A QA engineer determines the severity level of a bug.

Types of Severity:

1. Critical - The process has completely stopped, and no actions can continue.

Ex : Login -- valid email and password -- unable to login

1. Major - A serious issue causes the system to fail, but some parts still work.

Ex: transfert amount of rs.10000, but received a balance of rs.5000.

1. Minor - The system shows unwanted behavior but keeps working.

Ex: transfert amount of rs.10000 -- received amount, but did not show any success message.

1. Low - This issue doesn't cause any major problems in the system.

Ex: Typos(spelling mistakes), alignments, font sizes.

**Priority:**

Priority is defined as a parameter that decides the order in which a defect should be fixed. Defects having a higher priority should be fixed first.

Types of Priorities:

1.High - The defect needs to be fixed right away because it severely affects the system and makes it unusable until it's resolved.

2.Medium - The defect should be fixed during regular development but can wait until a new version is made.

3. Low - The defect is annoying but can be fixed after more serious issues are resolved.

High priority

High Severity Low priority

High Severity

Login functionality --not working application should show last year reports --

Their is bug, current yr report are displays

High priority

Low Severity Low priority

If user finds any typos in the main menus Low Severity

If there are typos in very less used pages in the

application