**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 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: transfer amount of rs.10000, but received a balance of rs.5000.

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

Ex: transfer 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 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 must be fixed immediately 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's reports --

There is a bug, the current year report displays

High priority

Low Severity Low priority

If a user finds any typos in the main menus Low-severity

If there are typos in a very

used pages in the application