

As you can see the picture, this is a bug life cycle. It describe a process to manage defects or bugs with different status.

Firstly, the tester testing a function and find out a bug, he reports a new bug on a program which used to manage bug life cycle (such as: TFS or some thing like that). He creates a status which is new for this bug.

Secondly, if the developer – who take charge this function that was tested and find out the bug – suppose that the bug has already been reported, he will change bug’s status into rejected and describes briefly a bug is “duplicated” and the tester reconfirm it and change the status into closed. Else the bug is supposed that not to report and go to the next step.

Thirdly, the developer keep check if it is a real bug . If it is true, the developer will change the status into open. If it isn’t, the developer will change the status into Rejected and describes briefly a bug is “not bug” and the test reconfirm it and change the status into closed.

Fourthly, the bug is assigned for a developer to fix.

* If the developer suppose that the bug can’t be reproduced and need more info, he will change into pending and the test will check the bug, give more infor (for example, how is the bug occurred ? listed step by step), update the bug report and change the status into reopen. After then, the bug will re-assign for the developer who fix this bug.
* Else if the bug can be reproduced, the developer is going to fix the bug right now. If the bug is too hard to resolve and need further analysis, the developer will change the status into further analysis. Else if the bug can fix, the developer is going to resolve the bug and changes the status into resolved.

Fifthly, the tester review this solved-bug and change the status into tested. If the tester suppose that the bug isn’t fixed yet, the tester will change the status into reopen; else if the bug is fixed successful, the status change into aproved and the tester close the bug.