

## PSP Defect Recording Log

Defect Types	
10 Documentation	60 Checking
20 Syntax	70 Data
30 Build, Package	80 Function
40 Assignment	90 System
50 Interface	100 Environment

Student	<u>DIEGO ANDRES MONTEALEGRE GARCIA</u>	Date	<u>4 de febrero</u>
Program	<u>MEDICION DEL SOFTWARE</u>	Program #	<u>002</u>
Instructor	<u></u>	Language	<u>JAVA</u>

Project	Date	Number	Type	Inject	Remove	Fix Time	Fix Ref.
PSP01	3 FEB	1	80	CODE	CODE	3	X
Description:	Error de un null pointer, el cual aparece al retornar una variable						

## PSP Defect Recording Log Instructions

<b>Purpose</b>	<ul style="list-style-type: none"> <li>- Use this form to hold data on the defects that you find and correct.</li> <li>- These data are used to complete the Project Plan Summary form.</li> </ul>
<b>General</b>	<ul style="list-style-type: none"> <li>- Record each defect separately and completely.</li> <li>- If you need additional space, use another copy of the form.</li> </ul>
<b>Header</b>	<ul style="list-style-type: none"> <li>- Enter your name and the date.</li> <li>- Enter the program name and number.</li> <li>- Enter the instructor's name and the programming language you are using.</li> </ul>
<b>Project</b>	<ul style="list-style-type: none"> <li>- Give each program a different name or number.</li> <li>- For example, record test program defects against the test program.</li> </ul>
<b>Date</b>	Enter the date on which you found the defect.
<b>Number</b>	<ul style="list-style-type: none"> <li>- Enter the defect number.</li> <li>- For each program or module, use a sequential number starting with 1 (or 001, etc.).</li> </ul>
<b>Type</b>	<ul style="list-style-type: none"> <li>- Enter the defect type from the defect type list summarized in the top left corner of the form.</li> <li>- Use your best judgment in selecting which type applies.</li> </ul>
<b>Inject</b>	<ul style="list-style-type: none"> <li>- Enter the phase when this defect was injected.</li> <li>- Use your best judgment.</li> </ul>
<b>Remove</b>	Enter the phase during which you fixed the defect. (This will generally be the phase when you found the defect.)
<b>Fix Time</b>	<ul style="list-style-type: none"> <li>- Enter the time that you took to find and fix the defect.</li> <li>- This time can be determined by stopwatch or by judgment.</li> </ul>
<b>Fix Ref.</b>	<ul style="list-style-type: none"> <li>- If you or someone else injected this defect while fixing another defect, record the number of the improperly fixed defect.</li> <li>- If you cannot identify the defect number, enter an X.</li> </ul>
<b>Description</b>	Write a succinct description of the defect that is clear enough to later remind you about the error and help you to remember why you made it.

## PSP Defect Type Standard

Type Number	Type Name	Description
10	Documentation	Comments, messages
20	Syntax	Spelling, punctuation, typos, instruction formats
30	Build, Package	Change management, library, version control
40	Assignment	Declaration, duplicate names, scope, limits
50	Interface	Procedure calls and references, I/O, user formats

60	Checking	Error messages, inadequate checks
70	Data	Structure, content
80	Function	Logic, pointers, loops, recursion, computation, function defects
90	System	Configuration, timing, memory
100	Environment	Design, compile, test, or other support system problems