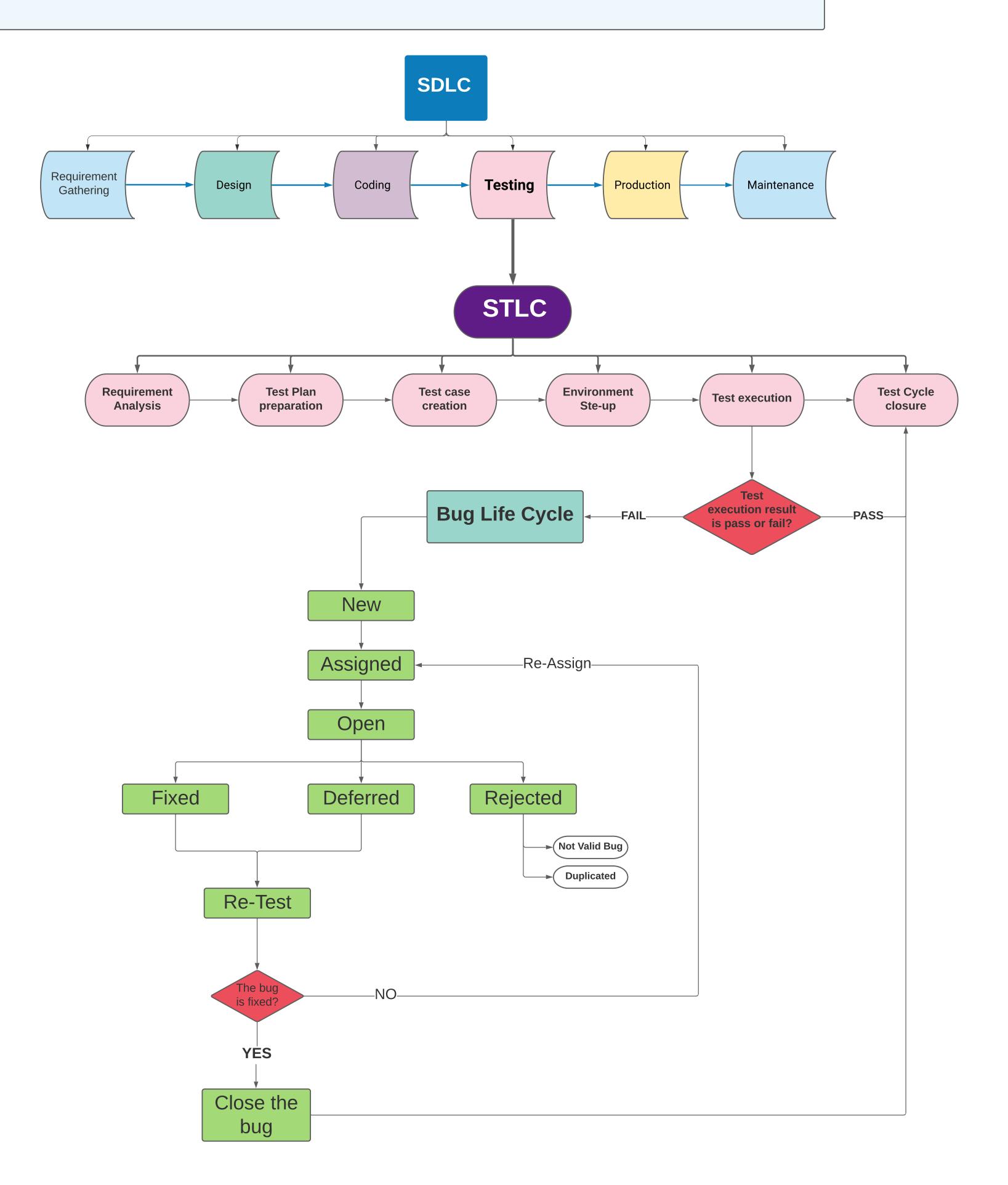
## What is bug life cycle?

- steps to handle bug or defect of a software
- the life cycle includes specific **set of status** of a bug go through during its life cycle.

(all the green highlighted areas are the status of a bug)

- Easily coordinate and communicate current status of defect



## Bug life cycle involves the following resources:

- •Tester— To find the bug and re-test the solved bug.
- •Project Lead/ Project Manager/ Test Lead / team lead To verify the bug and assign it to the respective developer. (or assign to a developer directly)
- Developer— To resolve the bug or defect filed by the tester.

## **Bug status:**

New – When a tester finds a new bug/defect, s/he posts it in the bug tracking tool with a status 'NEW'. With the defect explanation, steps to reproduce the bug and severity of the bug will also be provided.

Assigned – Once the new bug has been filed, respective lead or manager (Project Lead/ Project Manager/Test Lead) will approve it and assign the bug to the corresponding developer. After the bug has been assigned to someone, its status changes to 'ASSIGNED'. While assigning the bug, the priority of the bug is also assigned.

Open – Once the developer is assigned the bug and when s/he starts working on it, its status changes to 'OPEN'.

Rejected/Not a bug/Duplicated – If the assignee (Project Lead/ Project Manager/ Test Lead) or developer finds the bug to be invalid, it is given 'REJECTED' status.

**Deferred**– Sometimes a NEW or ASSIGNED bug is given 'DEFERRED' status based on urgency and criticality of the bug. A deferred bug's fix is deferred for some time (for the next releases).

Fixed/In Test/Completed— When a bug is resolved or fixed by the developer, its status changes to 'FIXED' and it is assigned back to the testing team.

Re-Test - ester does the retesting of the code at this stage to check whether the defect is fixed by the developer or not and changes the status to "Re-test."

Closed— After the bug is verified, it is moved to the 'CLOSED' state.