On internet, we can find many references for Ideal Bug Life Cycle but as per the timelines & priorities we need to change those states accordingly. It also depends on the Bug tracking tools.

In general following states of Bug Life Cycle should be maintained for calculating further QA metrics on which success rate & burn rate can be calculated.

- **New –** A latent defect the tester enters for the first time, it's by default in the new state.
- **Assigned –** when the tester has logged the defect, the technical lead confirms the bug and assign it to the corresponding developer in the development team. The defect then enters into the Assigned state.
- **In Progress –** The developer starts addressing the bug and is currently investigating the problem. At this point, there are two possibilities of either deferring or rejecting the issue.
- **Resolved –** The dev team has fixed the defect, and it is ready for testing.
- **Verified –** The QA team has tested the error with the latest build, and the tester has confirmed the defect as fixed.
- **Closed –** It is the terminal state of a bug in the life cycle. The tester can close it after retesting or if he finds it as duplicate /considers as not a defect / fixed / resolved.
- **Reopened –** If the bug persists even after a fix from the developer. The tester changes the status to "reopened". And, the bug passes through the same life cycle once again.
- **Deferred –** When there is no scope to address a defect in a particular bug life cycle, then you can move it to the future release.
- **Rejected –** dismiss or discard a bug for any of the three reasons :
    - Duplicate defect,
    - Not a Defect,
    - Non-Reproducible