Types of the project

1. **Traditional project**
    - In the traditional project Developing & testing is done in the same company or organization
2. **Off the shelf**
    - In the off the shelf project development & testing team are from different company (i.e. developing is done some where & testing is done somewhere)
3. **Maintenance**
    - Maintenance include technical & non-technical team who provide support after the delivery of the project

Error, defect, bug & issue

1. **Error**
    - A mistake in coding or programming is known as Error
    - Ex. loop is not closed, missing or extra code of particular functionality
2. **Defect**
    - If error found by Tester is known as Defect
    - Ex. drop down is not working, button is not working, next page navigation is not working, logo is not looking properly, abnormal behavior of functionality etc……
3. **Bug**
    - Tester raise a defect & assign it to the developer, if the defect is valid & it is accepted by developer then it is called as bug
4. **Issue**
    - If application does not meet functional requirement is known as issue
    - (i.e. when we raise the defect & assign to the developer & if it is in an open state (work is not started yet) it happens due to developer understand the issue but does not get any root cause of it)

Defect Density, Defect Removal Efficiency, Defect Leakage, Defect rejection ration, Defect Age

1. **Defect Density**
    - No. of defect identified per requirements
    - No. of defect found / Size (No. of requirements)

2. **Defect Removal Efficiency (DRE)**
    - (A / A+B)*100
    - (Fixed Defects / Fixed Defects + Missed Defects)*100
    - A = Defect identified during testing / Fixed Defects
    - B = Defect identified by the customer in UAT / Missed Defects

3. **Defect Leakage**
    - (No. of defects found in UAT / No. of defect found in testing)*100

4. **Defect Rejection Ratio**
    - (No. of defect rejected / Total no. of defect lock/raised)*100

5. **Defect Age**
    - Fixed date – Reported date