**High severity and Low priority**

It is the extent to which the defect can affect the software. In other words it defines the impact that a given defect has on the system.

**For example:** If an application or web page crashes when a remote link is clicked, in this case clicking the remote link by an user is rare but the impact of  application crashing is severe. So the severity is high but priority is low.

**High priority and low severity**

Priority defines the order in which we should resolve a defect. Should   we fix it now, or can it wait? This priority status is set by the tester to the developer mentioning the time frame to fix the defect. If high priority is mentioned then the developer has to fix it at the earliest. The priority status is set based on the customer requirements.

**For example:**If the company name is misspelled in the home page of the website, then the priority is high and severity is low to fix it.

**High severity high priority-**

An error which occurs on the basic functionality of the application and will not allow the user to use the system.

**For example-** A site maintaining the student details, on saving record if it, doesn't allow to save the record then this is high priority and high severity bug.

**Low severity and low priority-**

Generally cosmetic errors or say dimensions of a cell in a table on UI are classified here.

**For Example-** If the privacy policy of the website has a spelling mistake, this defect is set as Low Severity and Low Priority.