

# JIRA

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- Bug creation and tracking purpose number tool's
- Used in market

## TOOLS:-

- 1] HPALM
- 2] JIRA

## \* JIRA :-

- Jira is bug management and defect tracking tool
- it is use for internal communications.

## \* JIRA GUI:

### 1] left side section :-

#### A] Active sprint:-

- current sprint
- Here you can see number's ticket's assigned to specific developer and tester.

#### B] Backlog :-

- All newly created ticket's will be present here.
- We can our product backlog because all ticket's related to project present here.

### 2] TOP side section :-

#### A] project's :-

- Here number project present. we can select current project on which you are working.

#### B] Filter's :-

- we can apply filter here for finding out any specific task or bug ticket.

### C] Create button:

- When we have to create any ticket then we click on create button.
- For ex: Automation task, Bug ticket.

\* Topic will be cover in JIRA:

### D] Agile meeting's :-

- A] Backlog Grooming meeting.
- B] sprint planning meeting.
- C] Daily standup / status meeting.
- D] sprint retrospective meeting.

2] Creation of Bug ticket, Task ticket, Epic ticket.

3] priority and severity

4] Defect / bug life cycle.

### \* User stories :-

- User stories is nothing but the requirement / functional requirement's gather's from stake holder's.
- In one project there are number of user stories.
- One stories have number's test scenario's.
- One test scenario have numbers of test cases.
- One test cases consist multiple steps.

\* User stories consist description and acceptance criteria.

### \* Description

- It is description As a user "what he want" and after processing " what is desired output."

### \* Acceptance Criteria:

- There are no. of scenario if that scenarios true then system will generate desired output otherwise failure will be done.

Ex.

US001: customer have to buy product from Amazon.com and payment through credit card.

- Description: this situation has mentioned that "As a user 'I want to pay through credit card' that will be 'placed users order'".

### \* Acceptance criteria:

- [1] Discover card: when we enter credit card number it will be display name of the company's for ex: rupay, debit card, master card.

### [2] Validate credit card information:

- Account holder name.
- Expiry date.
- Cvv number.

### [3] Validate Address:

### [4] Generate success or failure message

### \* Agile Meeting's:

### [1] Backlog Grooming meeting:

- when conduct this meeting: 1 week before the sprint start.

- duration: 1 hr to 1.5 hrs (depends on team size)
- \* involvement
- scrum master
- product owner
- Testing team.
- development team.

### \* Agenda of the meeting

- 1] Create developer task ticket for next sprint
- Add description and acceptance criteria in ticket.
- Ticket will grooming (understanding) be given to development team and testing team.
- product owner.
- 2] Discuss bug ticket IF already have in backlog.
- 3] Add story point for developer Task ticket (Developer + Tester)
  - Story point: it is nothing but efforts (time) required for completion of any task.
  - For ex. 1 story point = 8 hours or 1 day.
  - For ex. Facebook Application sign up page development.
  - Suppose developer feel 1 story point required for development but developer gives 2 story point because he keep bandwidth (Extra time).
  - Suppose tester feel 4 hrs required for testing then tester gives 1 story point because he keep bandwidth (extra time).
  - Total 3 pointer ticket will be created.
  - Story point standard format:  
0, 1, 2, 3, 5, 8, 13, 21 (Fibonacci series follow for classmate story point).

## \* How to create bug ticket:

- Bug ticket will always be created by "Testers".

### \* Steps :-

- 1] Click on create button
- 2] Select project from dropdown
- 3] Select issue type: Bug
- 4] Add summary in ticket (it is title of the bug ticket)
  - For ex: Facebook Application sign up button not working
- 5] Add description in ticket
  - Description is nothing but steps for reproduce issue.
- 6] Priority:
  - it is always set by "product owner"
  - Types: High, medium, low, unprioritized.
- 7] Add Label: Bug
  - it is useful for filters bug in future.
- 8] Assignee:
  - If we found defect in current sprint then we will assign bug ticket to specific developer who are working on that.
  - otherwise bug ticket will be assigned to specific developer by "product owner".
  - to specific developer at the time of sprint planning meeting.
- 9] Epic Link: Here we add specific epic.
- 10] Expected Result:
  - For ex: sign up button should be enable and clickable.
- 11] Actual Result:
  - For ex: sign up button not working because it is in disable state.

## 12] Severity:

- Seriousness of the defect.
- severity always decide by "Tester".
- TYPES: critical, High, medium, low.

## 13] Story point:

- story point will be combined to help tester.

## 14] click on create button.

- Bug ticket will be created with bug ticket ID.

## \* How to Create Developers Task Ticket:

- developer task ticket will be created by "product owner".

### steps.

- 1] click create button
- 2] select project from "project dropdown"
- 3] select issue type: "task"
- 4] Task: (developer task or automation task)
- 5] Bug: (when tester found defect then bug ticket will be create.)
- 6] Story: (it is similar like developer task)
- 7] Epic: (Epic it is like folder).
- 8] Add summary to ticket (summary nothing but title of the ticket).
- 9] add description and acceptance criteria.
- 10] priority will be set by "product owner".
- 11] Epic link will be added.
- 12] story point will be added.  
For ex: 8 story point
- 13] click on create button.

## \* How to create epic ticket:

- click on create button
- select project from dropdown.
- select issue type: Epic.
- we can add some description

## \* Epic:

- it is nothing but like as a folder means we can add number of ticket in the epic so we can easily find specific tickets.
- we can create separate epic for "developer task", "Automation Task", Bug ticket.

Day-35, 25/02/2022

## \* sprint planning Meeting / Estimation phase.

- Meeting will be arranged before 1-2 days of starting of the next sprint.
- duration: 45 min to 1 hour (depends on team size)
- involvement: PO, Scrum master, Development team, Testing team.
- chair person:- Scrum master

## \* Agenda of the meeting:

- 1] Convert product Backlog into sprint backlog.  
means sort development ticket's for next sprint.
- 2] developer task and bug ticket's will be assign to specific developer's.
- 3] Add any automation ticket for next sprint.  
sprint starting and closing will be done by "scrum master"

\* How you receive developer task ticket for testing?

- Status of the ticket's

#### 1] To do :-

- When developer not started their work then ticket in to do list.

#### 2] In progress :-

- When developer start their coding part then he change status of ticket from "To do" to "In progress".  
- When developer doing coding part same time tester doing Test case design.

#### 3] Once developer coding part completed he need to raise (pull request) PR

- For merging his local machine code to company main Repository.  
- Main Repository (Github, Bitbucket, AWS)  
- At the time of raising PR developer add some reviewer (colleague or other developer)

#### 4] Awaiting code review:

- When developer raise pull request then he change status of the ticket from "in progress" to "Awaiting code review".  
- Once developer get required approval from other developer's then he merge local machine code into company main Repository.  
- Once developer code merge then changes will be reflect on the UI of the application.

- Then developer will add comment of ticket "this is ready for testing and assign to specific tester.

### 5] Awaiting QA:

- when tester doing testing part then ticket status is "awaiting QA".
- so here we will perform sanity testing.
- Here we perform test case execution.
- If you found any issue then you will create bug ticket for that.
- If there are not any issue present then we pass for next environment which "UAT".

### 6] Awaiting UAT:

- when ticket come from SIT to UAT.
- Then here we performed user acceptance testing.

### 7] Awaiting Release:

- when testing completed on UAT and there are not any issue present then we change ticket status as "awaiting release".
- Awaiting release means ticket ready for production.

### 8] Closed:

- we will close ticket after release.

## \* Daily Standup Meeting /Scrum Meeting / Daily status meeting

- Duration : 15-30 min.
- When happened : daily basis : 10-10:30 or 10:30-11 AM
- Involvement : PO, Scrum Master, Dev Team, Testing Team.
- + Agenda of the Meeting : what is progress of the project.

1] What we did yesterday?

- Yesterday I completed testing for Facebook Application sign up and also checked one bug ticket regarding that.

2] What we are going to do day?

- Today I am going to test on bug ticket which is present in my bucket and also I will start my automation work for Facebook Application.

3] What are the roadblocks / problems?

- Actually I didn't clear requirement of Facebook Application so anyone from team help me for that.
- We can also discuss if any defect developer not accepting.

## \* Meeting 4]: sprint retrospective Meeting

- Duration : 1 hour
- When happened : After one day of sprint end.
- Involvement : PO, Scrum master, Dev Team, Test Team,

- \* Agenda of the meeting:-
- [1] what went well during the sprint.
- [2] What things need to improve.
- [3] shout out (appreciation for team member who did good work).

Last day of manual.

DAY-37: 01/03/2022

## \* Defect / Bug Life cycle

### [1] New :-

- when tester found any defect any create bug for that then ticket status is "New".

### [2] Assigned :-

- when after creating bug ticket that ticket will be assigned to development team that time ticket status is "Assigned".

### [3] Open :-

- when developer find out root cause of the bug and start coding part for fixing the bug then that time ticket status will be "open".
- once issue resolved then developer change ticket status to fixed.

### [4] Fixed :-

- when developer makes necessary code changes and after verifying that he assign ticket to testing team.

### 5] Re-test :-

- in this stage Tester retest and check whether raised issue fixed or not.

### 6] Closed :-

- If raised issue get fixed then tester close the ticket. OR.
- If raised issue still present then Tester will reassign it developer.

### \* Deferred Bug :-

- Deferred bug means if tester found any defect which is low severity and low priority defect that will not be more impact on the functionality of the application.
- In this situation "product owner" take decision this issue will be fix in next release and this will be send in production as "known issue".
- So product owner mentioned this issue as "known issue" in release notes.
- This issue will be fix in next release.
- We can also called it "Bug Release".

### \* Rejected :-

- If the developer feels that the bug is not a genuine defect then that condition developer reject defect.
- so that time ticket status will be "Rejected".

## \* When Developer reject your defect what will be your approach ?

- that condition we will raise this concern with entire team at the time of "daily standup meeting".
- We can showcase "Defect screenshot", or "Defect video Recording" or Directly we can share our screen and showcase what actually issue.
- Here product owners will take decision because he have good idea about customer requirement then tester need to "cancel" that ticket.

## \* Duplicate:-

- suppose your colleague or yourself raised ticket in past for any issue and again you created bug ticket for same issue then 2nd ticket will be duplicate ticket.
- so here 2nd ticket status will be "Duplicate".
- so in this condition we need to cancel 2nd ticket.

## \* Bug leakage:-

- If you found defect in UAT environment and after that you checked in SIT and IF present there also then that condition we call "Bug leakage".
- means that issue missed by tester from SIT Environment.