BUG/DEFECT LIFECYCLE

BUG LIFECYCLE

New → Assigned → Open → Deffered Duplicate Rejected Not a bug

Open → Fixed

Fixed → Pending retest

Pending retest → Retest

Retest → Verified

Verified → Closed

Closed → New

Reopen (Retest → Open)

BUG LIFECYCLE IS A SET OF STATES THAT BUG GOES THROUGH

IT MAKES THE DEFECT FIXING PROCESS MORE EFFICIENT

BUG STATUS IS THE STATE IN WHICH THE BUG IS CURRENTLY

NEW: DEFECT IS NEW WHEN IT IS FIRST LOGGED

ASSIGNED: BUG IS APPROVED AND ASSIGNED TO DEV TEAM

OPEN: DEVELOPER ANALYZES AND WORKS ON THE FIX

FIXED: DEV MAKES NECESSARY CODE CHANGES AND VERIFIES THE SAME

PENDING RETEST: ASSIGNED TO TESTER TO VERIFY THE CHANGE

RETEST: TESTER VERIFIES THE DEFECT FIX

VERIFIED: STATUS IS MOVED TO VERIFIED ONCE THE FIX IS CONFIRMED

CLOSED: DEFECT IS CLOSED WHEN IT NO LONGER EXISTS

REOPEN: IF THE BUG PERSISTS EVEN AFTER THE FIX, IT IS REOPENED

DEFERRED: IF THE BUG IS NOT A PRIORITY FOR THE CURRENT RELEASE, IT IS DEFERRED

DUPLICATE: DEFECT IS REPEATED/ CONCEPT OF DEFECT MATCHES

REJECTED: DEFECT IS NOT CONSIDERED GENUINE BY THE DEV

NOT A BUG: IF THE DEFECT DOESN'T AFFECT THE FUCTIONALITY OF THE APPLICATION, IT IS CONSIDERED 'NOT A BUG'