



MGM's College of Engineering, Nanded

Department of Computer Science & Engineering

"Bug Tracking System"

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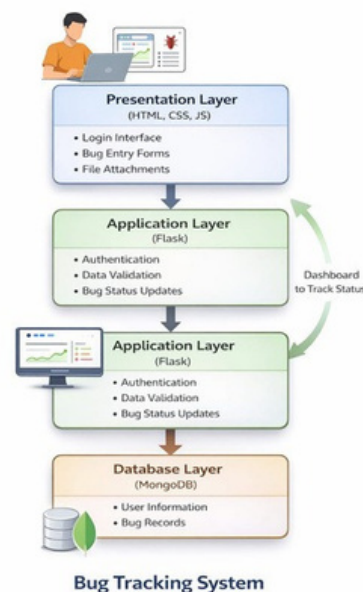
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Introduction:

Software development projects frequently face bugs and defects during different phases of the Software Development Life Cycle (SDLC). In many academic projects and small development teams, bugs are reported using informal methods such as emails, spreadsheets, or messaging applications. These methods often lead to miscommunication, loss of bug data, and delayed issue resolution. To overcome these challenges, a centralized and user-friendly Bug Tracking System is essential for efficient issue reporting and management.

System Architecture:

The system follows a client-server architecture with three layers: presentation, application, and data layer. The presentation layer provides a user-friendly interface developed using HTML, CSS, and JavaScript for user interaction. The application layer, implemented using the Flask framework, handles business logic, request routing, validation, and bug processing. The data layer uses MongoDB to securely store user and bug information, enabling efficient tracking, management, and scalability of the system.



Methodology:

The proposed system starts with user login using valid credentials. After authentication, the user submits a bug report with details such as description, severity, priority, and environment. The system validates the input and securely stores the bug information in the database. The administrator reviews the reported bugs through the admin dashboard and assigns them to the appropriate developer. Notifications are sent to users regarding status updates. The bug status is continuously updated as Open, In Progress, or Resolved until closure.



Conclusion:

The Web-Based Bug Tracking and Issue Management System provides a simple, efficient, and cost-effective solution for managing software bugs. Unlike complex enterprise tools, the proposed system focuses on essential features and usability, making it ideal for academic projects and small development teams.

Maps To

PO-1, PO-2,
PO-5, PO-7,
PO-10; PSO-1,
PSO-2

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