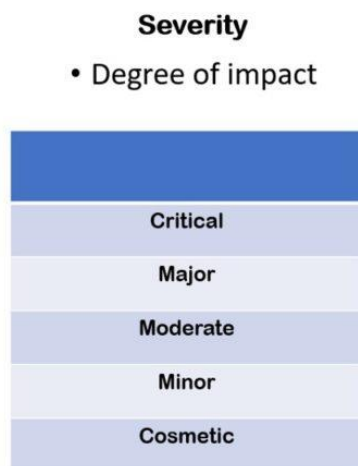


36. Difference between Priority and Severity.

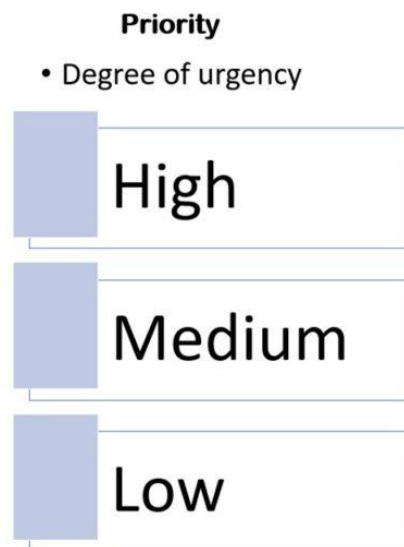
Severity	Priority
It is associated with standards or high principles	It is associated with scheduling
Severity depends on harshness of the bug	Priority depends on the urgency which needs to be fixed
It is an internal characteristic of the particular bug. Examples of high severity bugs include the application fails to start, the application crashes or causes data loss to the user.	It is an external (i.e., based on someone's judgment) characteristic of the bug. Examples of high priority bugs include cases when an application does not allow any user to log in, a particular functionality is not working or the client logo is incorrect. In the above examples, a high priority bug can have a high, medium or low severity.
Severity's value is based more on the needs of the end-users. This is the reason why it is customer focused.	Priority's value is based more on the needs of the business. This is the reason why it is business focused.
Severity's value takes only the particular bug into account. For example, the bug may be in an obscure area of the application but still have a high severity.	Priority's value depends on a number of factors. For example, the likelihood of the bug occurring, the severity of the bug and the priorities of other open bugs.
The severity's value is usually set by the bug reporter.	The priority's value is initially set up by the bug reporter. However, someone else can change the values (e.g. the management or developer) based on their discretion.
Severity's value is objective and therefore less likely to change.	Priority's value is subjective (based on judgment). The value can change over a period of time depending on the change in the project situation.
A high severity bug may be marked for a fix immediately or later.	A high priority bug is marked for a fix immediately.
The team usually needs only a handful of values (e.g. Showstopper, High, Medium and Low) to specify severity.	In practice, new values may be designed (typically by the management) on a fairly constant basis. This may happen if there are too many high priority defects. Instead of a single High value, new values may be designed such as Fix by the end of the day, Fix in next build and Fix in the next release.

37. What is priority?

- Priority is defined as the order in which the defects should be resolved.
- The priority status is usually set by the testing team while raising the defect against the dev team mentioning the timeframe to fix the defect.
- The Priority status is set based on end users requirement.



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38. What is severity?

- Severity can be defined as how severe the defect is to the system and how badly it will affect the functionality.
- For example, an application crash on clicking a button is severe to the system.
- So its severity will be high. Whereas a spelling/grammatical error will not have much impact on the overall functionality. So its severity will be low.

39. Advantage of Bugzilla.

- it is an open-source widely used bug tracker;
- it is easy in usage and its user interface is understandable for people without technical knowledge;
- it easily integrates with test management instruments;
- it integrates with an e-mailing system;
- it automates documentation.