Abstract

The costs of erroneous software can be as of the investment in software development. Yet, the potential to improve software quality and reduce project cost is enormous. Bug tracking and fixing can be an effective means to achieve quality i.e. error free at less cost. A System guides the maintenance activities of software developer’s team who earlier, face the problem in fixing bugs. Non-availability of bug in a system in market makes fixing process difficult. Presently Bug fixing is time-consuming and exacerbates the already high cost of software maintenance which affects scheduled performance. This paper discusses a system that evaluates bugs and assigns priority on the basis of severity to fix them efficiently.

References


8. Thomas Zimmermann, Improving Bug Tracking Systems, Microsoft Research, Redmond, USA


**Index Terms**

Computer Science
Software Engineering

**Keywords**

Bug; defect tracking; software development; priority, severity.