Abstract

A software bug contains useful information related to software development. Bug indicates the incorrect behavior of implemented functionalities for the given requirements. Numbers of standards exist to keep the software bug information. Most of the bug tracking tools follow these standards to store the software bug information. XML (eXtensible Markup Language) is
another most common and famous standard to represent the data. In this paper the XML is used to represent the software bug information and a new markup language named BugML is proposed. The structure, DTD (Document Type Definition) and XSD (XML Schema Definition) is also explained for the language BugML.

Reference


Index Terms

Computer Science
Programming
Languages

Key words

BugML Bug Markup Language Software Bug
Representation XML Representation