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BUGTRACKINGFORIMPROVINGSOFTWARE RELIABILITY

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ABSTRACT

Bug Tracking for Improving Software Reliability (BTS) is an automated system that can be useful to employees and the managers in any functional organization. Bug Tracking System gives the facility to define the tasks in the organization and also allows the managers to track the bugs spent by the employee for that particular task. A report generation facility is supported in BTS that allows the managers to analyze which are those skills by employee are utilized and those which are not utilized. This tool helps employees to document their Bugs and analyze. This project aims at creation of a Bug Tracking System. This project will be accessible to all developers and its facility allows developers to focus on creating the database schema. The objectives of this system are it can be used to map bug reports to relevant files for bug fixing. To keep track of employees kills and based on the skills assigning of the task is done to an employee. Employee does bugs capturing. It can be done on daily basis. Various Reports are generated by this System for an employee and as well as to a manager.

1. INTRODUCTION

Bug tracking is an essential process in software development that involves identifying, documenting, and managing defects or errors that occur in software applications. It is an essential tool for improving software reliability by ensuring that issues are identified, tracked, and resolved in a timely and effective manner.

The process of bug tracking involves capturing detailed information about the bug, including the steps to reproduce it, the environment in which it occurred, and any relevant error messages or logs. This information is then used to assign the bug to a developer or development team, who will work to resolve the issue and provide a fix or patch for the software.

Bug tracking software provides a centralized location for tracking bugs and managing the entire bug resolution process, from initial reporting to final resolution. It enables developers to prioritize bugs based on severity and impact, assign them to the appropriate team members, and track progress throughout the resolution process.

By using bug tracking software, software development teams can ensure that bugs are identified and resolved before they impact users, improving the overall reliability and quality of the software. The data and insights gathered through bug tracking can also be used to inform future development efforts, identify areas for improvement, and enhance the overall development process.

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Vision

The purpose of Bug Tracking for improving software reliability is to provide better service to the administrator or useful for applications developed in an organization.

Scope

The Bug Tracking for Improving Software Reliability is a web-based application that can be accessed throughout the organization. This system can be used for logging bugs against an application/module, assigning bugs to team members and tracking the bug to resolution. There are features like user maintenance, user access control, report generators etc in this system.

Definition

Bug - A software bug (or just "bug") is an error, flaw, mistake, failure, or fault in a computer program that prevents it from behaving as intended (e.g., producing an incorrect result). Most bugs arise from mistakes and errors made by people in either a program's source code or its design, and a few are caused by compilers producing incorrect code.

Overview

Bug tracking is the process of reporting and tracking the progress of bugs from discovery through to resolution, where a bug is defined as a deviation from requirements. Other terminology frequently used to describe this process include

- problem tracking
- change management
- fault management

The goal of bug tracking is to improve software reliability by ensuring that all defects are identified, prioritized, and resolved before they can cause significant problems for users.

Bug tracking typically begins with the identification of a bug, which can be reported by various stakeholders, including end-users, testers, and developers. Once a bug is reported, it is assigned to a team member who is responsible for verifying the issue.

The bug tracking process involves several key steps:

Identification: Bugs are identified through various means, including user feedback, automated testing, and manual testing.

Reporting: Bugs are reported through a bug tracking system that allows stakeholders to submit information about the issue, including the steps to reproduce it, the expected behavior, and the actual behavior.

Verification: Once a bug is reported, it is assigned to a team member who is responsible for verifying the issue and determining its severity and priority. The team member will attempt to reproduce the issue and confirm its validity.

Prioritization: Once a bug is verified, it is assigned a priority level based on its severity and impact on the application. Bugs with higher priority levels are addressed first.

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Assigning: The bug is assigned to the appropriate team member or team for resolution. The team member will analyze the code, debug the issue, and make the necessary changes to fix the bug.

Closing: Finally, the bug is marked as resolved and closed in the bug tracking system. The team member may also provide a summary of the issue and the steps taken to resolve it.

The use of a bug tracking system can help improve software reliability by ensuring that bugs are identified, tracked, and resolved in a timely manner. By prioritizing bugs based on their severity and impact, teams can focus their efforts on fixing the most critical issues first. Additionally, the bug tracking system can help inform future development efforts and improve overall software quality.

2. LITERATURE SURVEY

Bug tracking is an essential part of software development that helps to track, and manage defects or issues that arise during the software development process. The following literature survey provides a comprehensive overview of studies related to bug tracking for improving software reliability.

"Who should fix this bug? [1]" is a research paper by J. Anvik, L. Hiew, and G. C. Murphy that discusses a study conducted to determine which developers are most suitable for fixing different types of bugs. The authors collected data from several open-source projects and analyzed the relationships between the type of bug, the developers' experience and expertise, and the bug fixer's ability to fix the bug correctly and quickly. The study found that the type of bug and the expertise of the developer are key factors in determining who should fix a particular bug. The authors identified five categories of bugs, each requiring different levels of expertise and experience to fix. They also found that assigning the right developer to a specific bug can significantly reduce the time to fix the bug. The authors recommend that software teams adopt a bug triage process to identify and classify bugs according to their complexity and required expertise. This can help ensure that the right developer is assigned to each bug, leading to faster and more effective bug fixes.

"The secret life of bugs: Going past the errors and omissions in software repositories [2]" is a research paper by J. Aranda and G. Venolia published in the Proceedings of the 2011 IEEE 33rd International Conference on Software Engineering. The paper presents a study of the bug reports and fixes in four large open-source software projects, namely Eclipse, Firefox, Gnome, and OpenOffice. The authors analyzed the bug repositories of these projects to understand the nature and lifecycle of software bugs. The study found that software bugs have a complex life cycle that involves multiple stages, including discovery, reporting, triaging, fixing, and verification. The study also uncovered several interesting insights into the bug reporting and fixing process. For example, the authors found that most bugs are discovered by users, but only a small percentage of them are reported. They also found that bug triage is a critical step in the bug fixing process, as it helps to prioritize and assign bugs to the appropriate developers. Overall, the paper provides a valuable insight into the world of software bugs and highlights the importance of bug tracking and management in software development. The authors also suggest several recommendations for improving the bug reporting and fixing process, such as providing better feedback to users, improving bug triage, and encouraging developers to contribute to bug fixing efforts.

The paper "Making software failures reproducible by preserving object states [3]" by S. Artzi, S. Kim,

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and M. D. Ernst proposes a technique called "Recrash" that aims to improve the reproducibility of software failures. The authors note that reproducing software failures can be challenging because they often depend on the state of the program's objects at the time of the failure, and that state is often lost when the program crashes. To address this challenge, Recrash uses dynamic analysis to capture the state of the program's objects at the time of a crash and then saves that state to disk. When the program is run again, Recrash loads the saved object state and uses it to recreate the condition that led to the original crash. The authors evaluate Recrash using a set of real-world software crashes and show that it can reproduce a high percentage of those crashes. They also compare Recrash to other techniques for improving crash reproduction and find that it outperforms them in terms of both reproducibility and performance. Overall, the paper presents Recrash as a promising technique for improving the reproducibility of software failures, which could ultimately lead to better software quality and more efficient debugging.

"What makes a good bug report [4]?" is a research paper by Bettenburget al. that explores the characteristics of effective bug reports in software development. The study was conducted through a survey of 171 developers from nine different open-source software projects. The paper highlights the following findings:

Clarity: Good bug reports should be clear and unambiguous, so that the developer can quickly understand the problem and reproduce it.

Detail: The bug report should provide enough information to help the developer understand the problem and identify its cause. This includes providing steps to reproduce the issue, system and environment details, and any relevant log files.

Relevance: The bug report should be relevant to the software project and focus on issues that are important or critical to the software's functionality or user experience.

Conciseness: The report should be concise and avoid irrelevant details or information that may distract the developer.

Respectfulness: The bug report should be written in a respectful and professional tone, avoiding accusations or insults.

Reproducibility: A good bug report should be reproducible, meaning that the developer can recreate the issue in their own environment.

Priority: The report should indicate the priority of the bug, so that the developer can prioritize their work accordingly.

Overall, the paper emphasizes the importance of clear and detailed communication between developers and bug reporters to ensure effective bug fixing and software development.

"Modeling Bug Report Quality [8]" is a research paper by P. Hooimeijer and W. Weimer that was published in 2007. The paper presents a method for modeling the quality of bug reports in software systems, which is an important task for software development teams. The authors propose a model that uses various features of bug reports, such as their length, complexity, and the presence of code snippets, to predict their quality. They also suggest using machine learning techniques to train the model on a dataset of bug reports with known quality ratings. The paper describes experiments conducted to evaluate the effectiveness of their model. The results show that their model is able to accurately predict the quality of bug reports in a variety of software projects. Additionally, they demonstrate that the model can be used to identify factors that contribute to high-quality bug reports, which can help software development teams improve their bug reporting processes.

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Overall, the paper provides a useful framework for modeling and predicting the quality of bug reports in software systems, which can be used to improve software development practices and ultimately lead to better software products.

3. EXISTING SYSTEM

The existing system consists of entering the details in the Microsoft Excel Sheets for the storing of the data. When a manager needs information of the employee he searches for the specified file in the file system. He opens the file and takes the information. Report Generation done manually by copying the content of the different files into another file. The Manually generated report was then printed.

Limitations in Existed System

- Information retrieval is a very big process.
- Lack of organization of the files may point to information loss due to accidental deletion of files.
- No security because the files are visible to the users.


Report generation will be a big task.

4. PROPOSED SYSTEM

The Proposed system is a ranking approach to the problem of mapping source files to bug reports that enables the seamless integration of a wide diversity of features; exploiting previously fixed bug reports as training examples for the proposed ranking model in conjunction with a learning-to-rank technique and browser which is completely related to online system, which provides the centralized database. It stores bug's data and description of the particular bug data.

Advantages Over Proposed system

- The performance is increased due to well designed database.
- It can locate the relevant files within the top 10 recommendations for over 70 percent of the bug reports in Eclipse Platform and Tomcat.
- Security is increased.
- Time saving in report generation.
- Easy to update the details.

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5. RESULTS



Fig1. Homepageofbugtrackingsystem

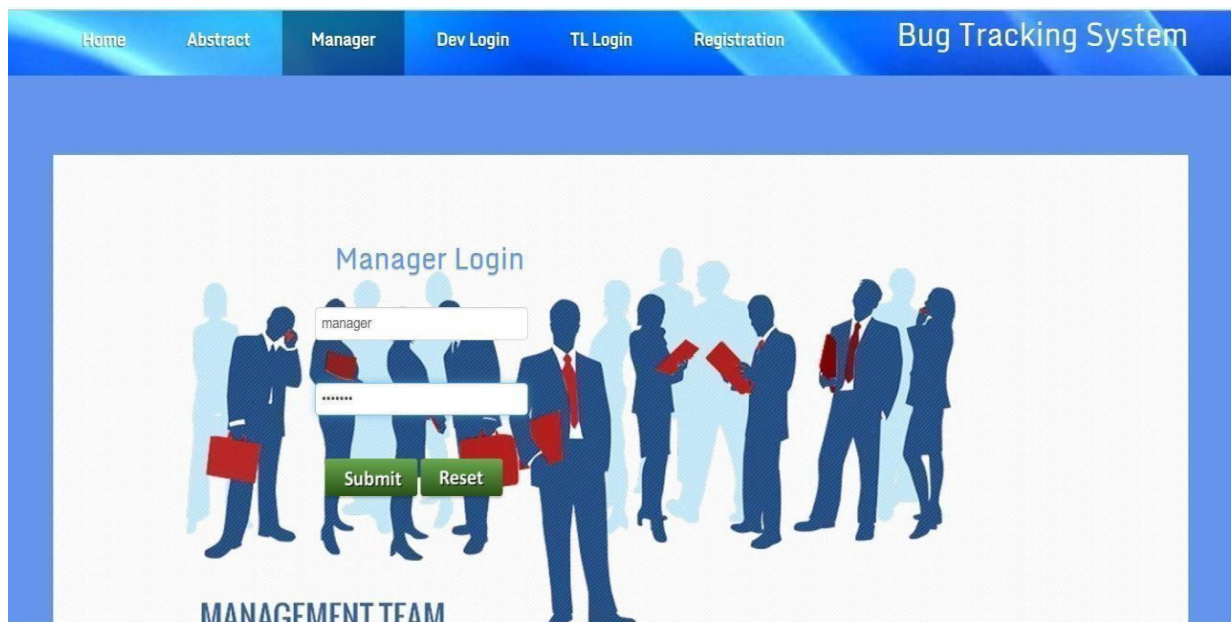



Fig.2Managerloginpage

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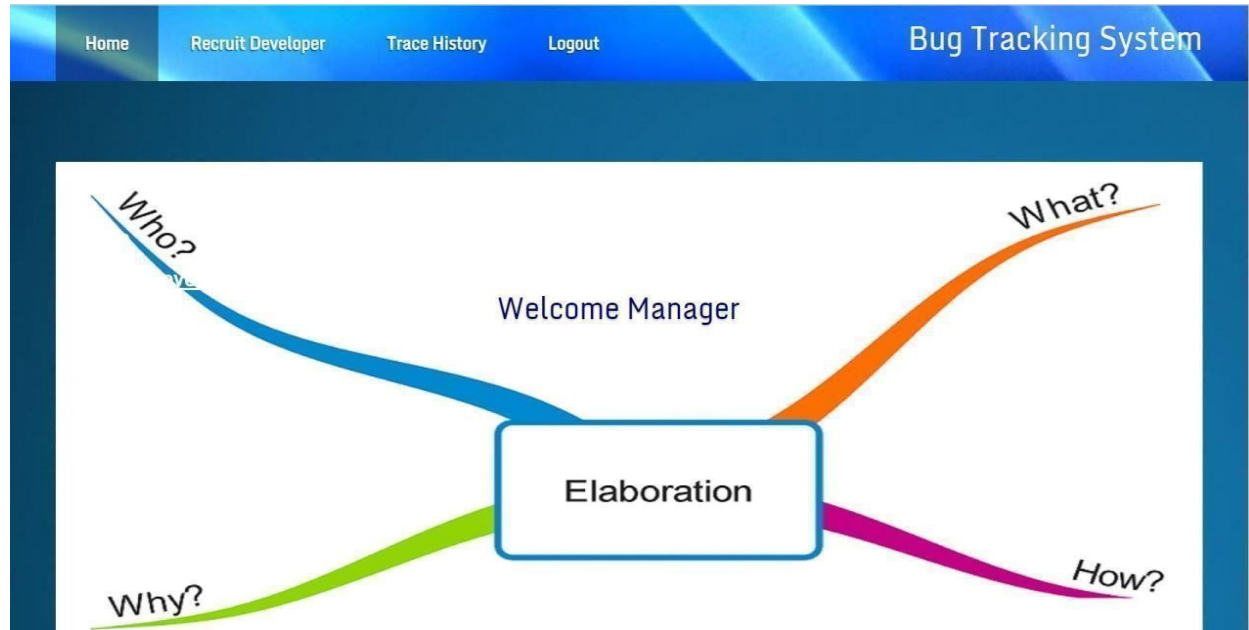


Fig.3 Manager access and functionalities

Home

Recruit Developer

Trace History

Bug Status

Logout

Bug Tracking System

Home

Recruit Developer

Trace History


BUG STATUS

Logout

Recruit Employee

Id	Name	Email	Domain	Contact	Location	Date Of Joining	Action
1	pavithra	pavithra@gmail.com	Java and J2EE	9867765456	chennnai	2016-12-13	Activated
2	MANI	pavithra@gmail.com	Dot net	9867765456	chennnai	2016-12-13	Activated
3	kumar	kumar@gmail.com	Android	9085685693	pondicherry	2016-12-14	Activated
4	rubini	rubini@gmail.com	Dot net	9867455438	Trichy	2016-12-13	Activated
5	dency	dency@gmail.com	Java and J2EE	9087467747	trichy	2016-12-15	Activated
6	sri	srilekha123@gmail.com	Java and J2EE	9398902209	eluru	2023-02-23	Activated

Fig.4 Developer Recruitment by the manager

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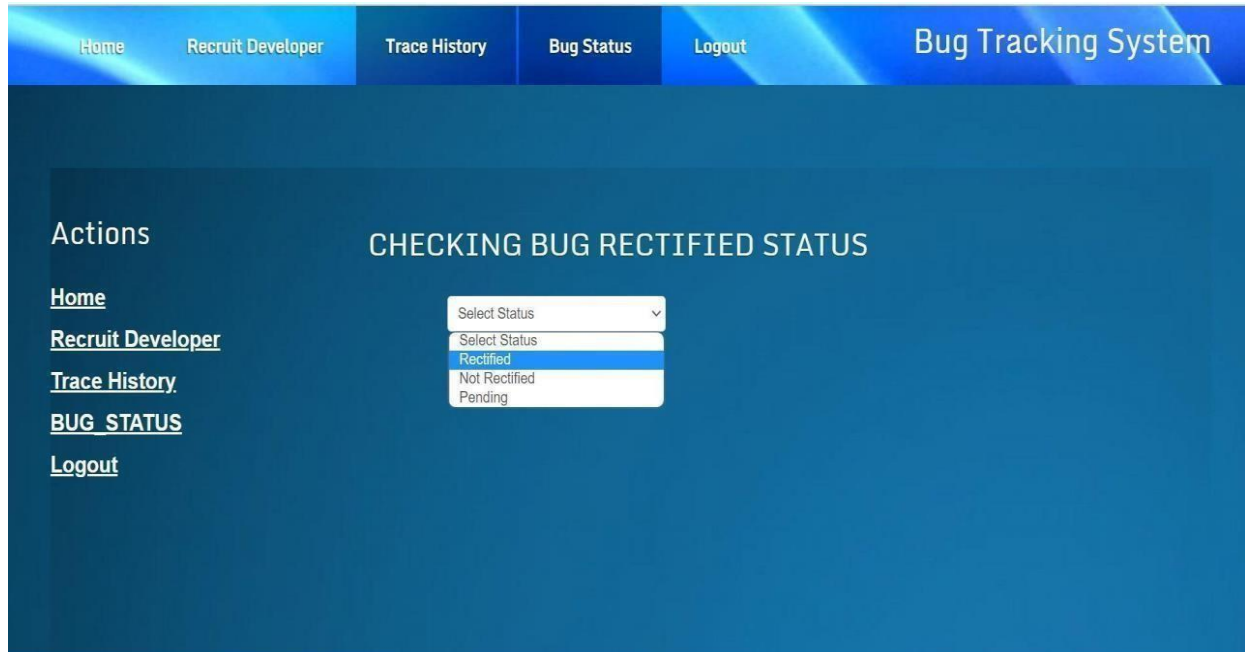

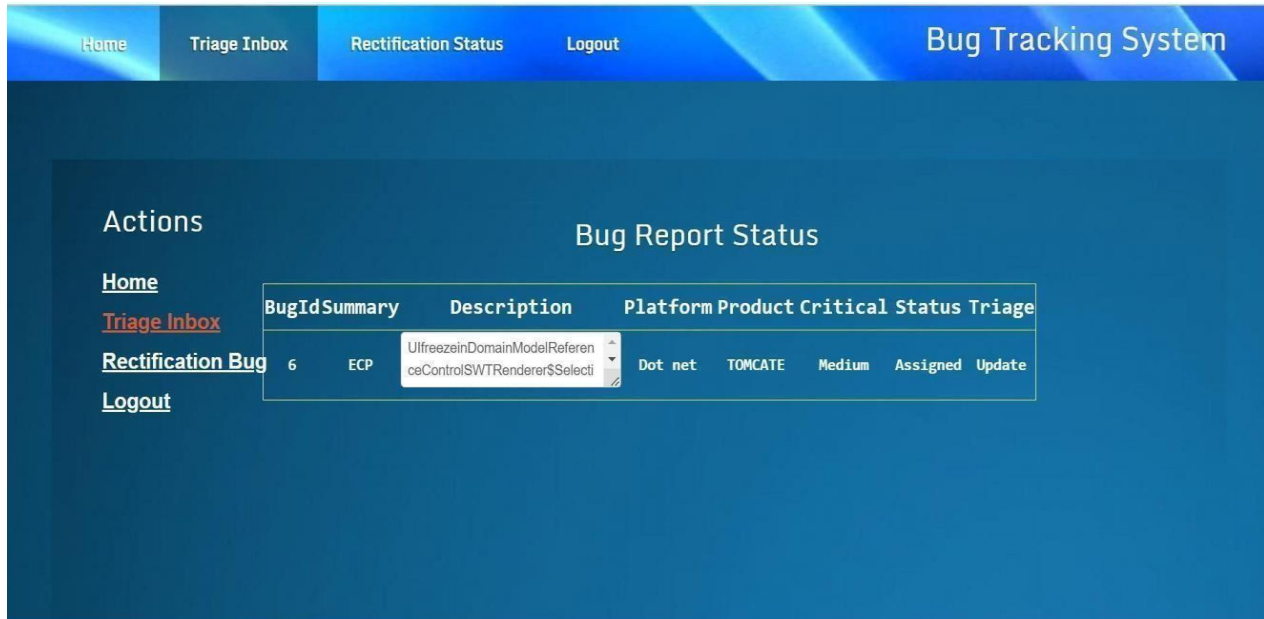


Fig.5Historyofthebugreports



Fig.6Developerloginpage

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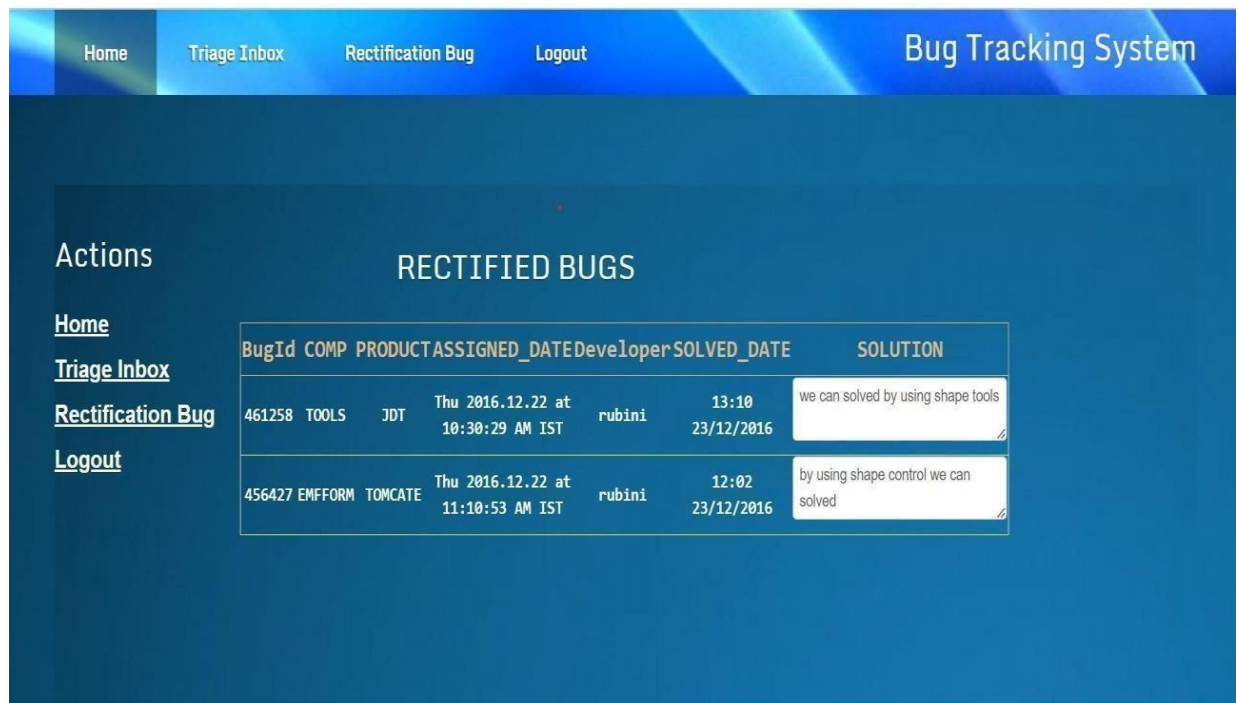
Home Triage Inbox Rectification Status Logout Bug Tracking System

Actions

Home
Triage Inbox
Rectification Bug
Logout

BugId	Summary	Description	Platform	Product	Critical	Status	Triage
6	ECP	UlfreezeinDomainModelReferenceControlSWTRenderer\$Selecti	Dot net	TOMCATE	Medium	Assigned	Update

Fig.7Triageinboxoftheparticulardeveloper



Home Triage Inbox Rectification Bug Logout Bug Tracking System


Actions

Home
Triage Inbox
Rectification Bug
Logout

RECTIFIED BUGS

BugId	COMP	PRODUCT	ASSIGNED_DATE	Developer	SOLVED_DATE	SOLUTION
461258	TOOLS	JDT	Thu 2016.12.22 at 10:30:29 AM IST	rubini	13:10 23/12/2016	we can solved by using shape tools
456427	EMFFORM	TOMCATE	Thu 2016.12.22 at 11:10:53 AM IST	rubini	12:02 23/12/2016	by using shape control we can solved

Fig.8Rectificationstatusofthebugassignedtoaparticulardeveloper

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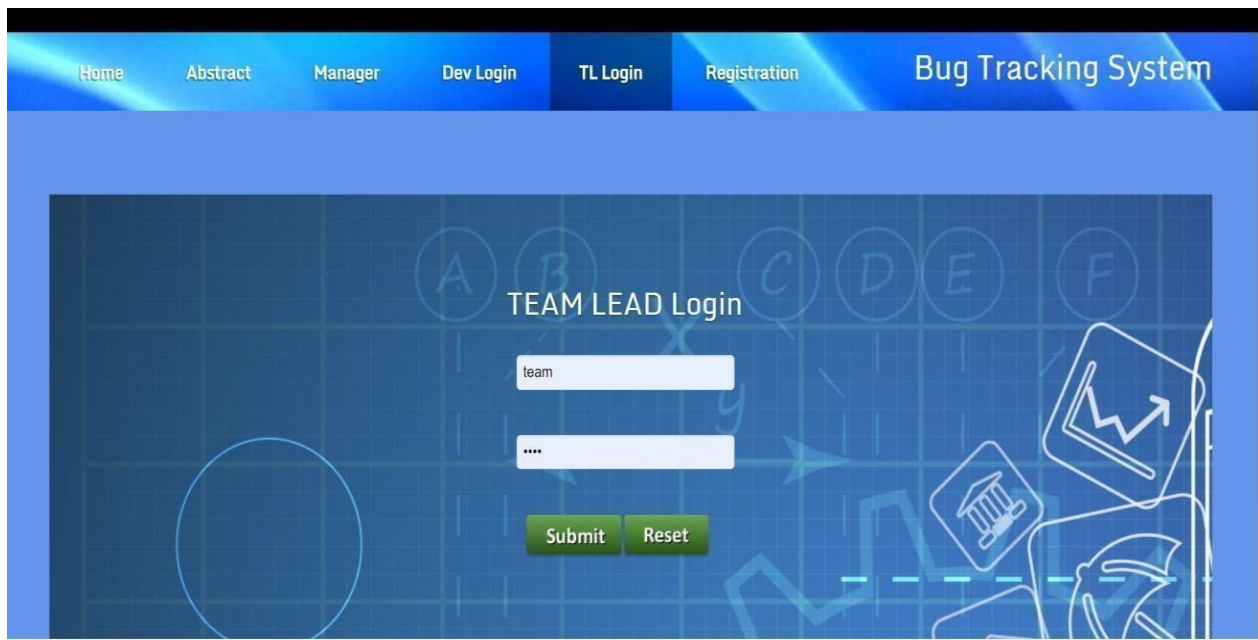


Fig.9 Teamleader login page

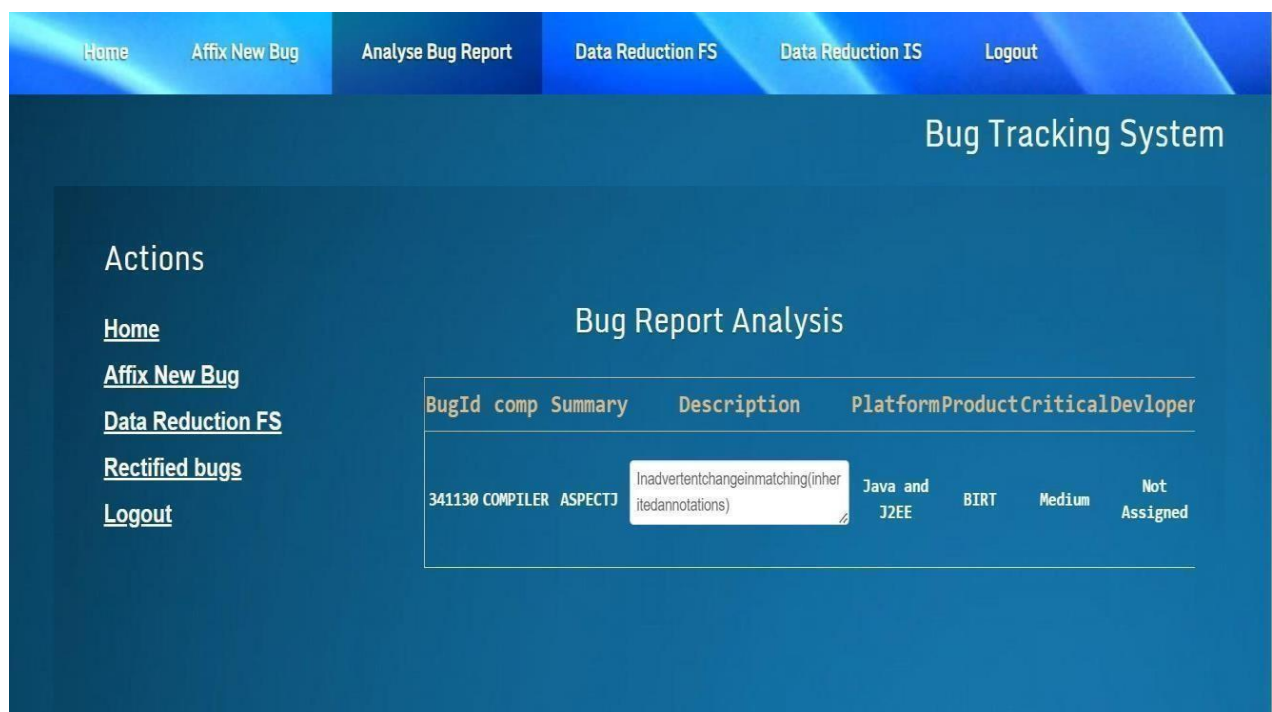



Fig.10 Teamleader accessability and functionalities

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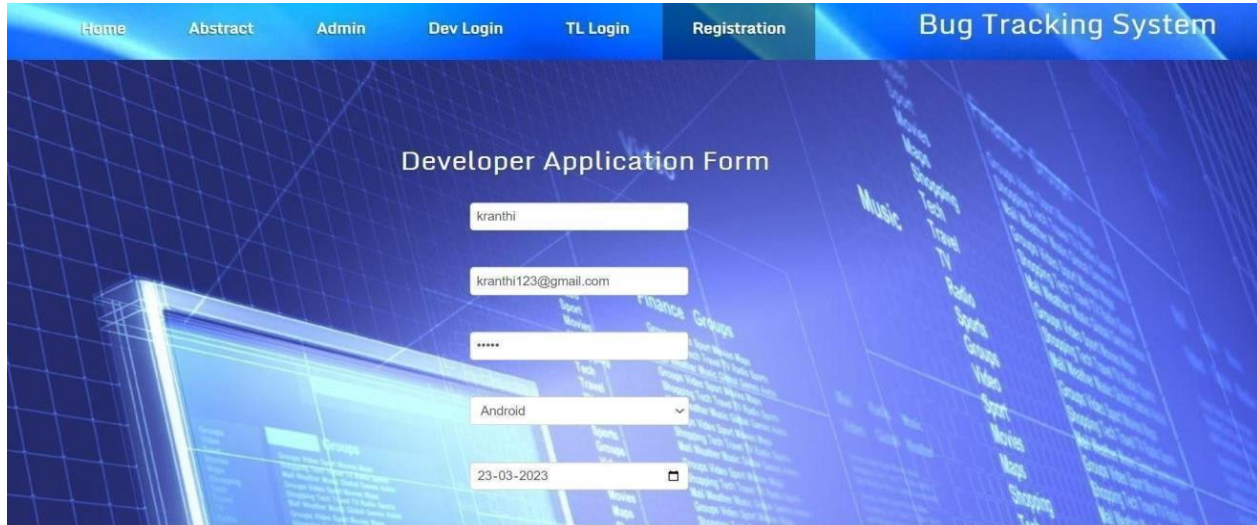


Fig.11 Developer registration application form

6. CONCLUSION

This project Bug Tracking for Improving Software Quality and Reliability is to keep track of employee skills and based on the skills assigning of the task is done to an employee. Employee does bugs capturing. It can be done on daily basis. Various Reports are generated by this System for an employee and as well as to a manager.

This project will be accessible to all developers and its facility allows developers to focus on creating the database schema and while letting the application server define table based on the fields in JSP and relationships between them.


This application software has been computed successfully and was also tested successfully by taking "test cases". It is user friendly, and has required options, which can be utilized by the user to perform the desired operations.

The software is developed using Java as front end and MySQL as back end in Windows environment. The goals that are achieved by the software are:

- Instant access.
- Improved productivity.
- Optimum utilization of resources.
- Efficient management of records.
- Simplification of the operations.
- Less processing time and getting required information.
- User friendly.
- Portable and flexible for further enhancement.

12.1 FUTURE ENHANCEMENTS:

It is not possible to develop a system that makes all the requirements of the user. User requirements keep changing as the system is being used. Some of the future enhancements that can be done to this system are:

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- As the technology emerges, it is possible to upgrade the system and can be adaptable to desired environment.
- Because it is based on object-oriented design, any further changes can be easily adaptable.
- Based on the future security issues, security can be improved using emerging technologies.
- Attendance module can be added.
- Admin module can be added.

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