

# Bug Tracking System

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**Abstract:** *Online Bug Tracking System on the Web is a web-based code bug tracking system which runs on the web portal. It is an open source package which is written in the Django scripting language. It can be installed on the different operating system such as Windows and Linux. Almost all the web browsers will be able to work as a client for tracking system. The Bug Tracking system generates the quick notifications to the ADMIN. With this bug tracking system members can easily assign the bug to the project admin in online user interface on the web. It is open source and easier for developers /tester to work on it. It is an intelligent platform where any organization can easily communicate to the members, and members are also free to directly contact with Admin, Developer and Tester. Admin can store the complete data of that Bug or the member who reported that in the special feature "Admin dashboard".*

**Keywords:** Bug Tracking System

## CONCLUSIONS AND CONSEQUENCES

Current bug tracking systems do not effectively elicit all of the information needed by developers. Without this information developers cannot resolve bugs in a timely fashion and so we believe that improvement to the way bug tracking systems collect information are needed. This paper proposes four broad areas for improvements. While implementing a range of improvements from the seareas may be ideal, bug tracking systems may instead prefer to specialize, thus providing a rich set of choices. This would be a healthy change to the current situation where they all provide identical functionality. As an example of the kind of improvements we envision, we have described an interactive system for collecting information from reporters and leveraging that information locate the source of the bug. To demonstrate the potential of this idea we have conducted an initial study in which we simulated an interactive bug tracking system. The system asks the user context-sensitive questions to extract relevant information about the bug early on to suggest candidate files that will need to be fixed. This is likely to speed up the process of resolving bugs. In the future, we will move from the current prototype of the interactive system to a full-scale system that can deal with a variety of information to gather, as commonly observed in the real world.

