WEB APPLICATION ON DEFECT TRACKING AND EFFICIENT ERROR HANDLING SYSTEM

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ABSTRACT

A Web Application Defect Tracking for efficient Error handling is a software application that is designed to help programmers keep track of reported software defects in their work. It may be regarded as a sort of issue tracking system. Defect tracking system is essential and used extensively by companies developing software products. A major component of a defect tracking system is a database that records facts about known defects. Facts may include the time a defect was reported, its severity, the erroneous program behavior, and details on how to reproduce the defect; as well as the identity of the person who reported it and any programmers who may be working on fixing it. In a corporate environment, a defect tracking system may be used to generate reports on the productivity of programmers at fixing defects. The proposed project is to develop a defect tracking system in ASP.Net. The software will track the errors, which occurs during a project. The server will track down the error list already in the database and gives the corrective measures to the users. New errors if encountered should be entered into the database.

Keywords - Defect tracking , Software defects ,ASP.Net , Error tracking and Database Records.

1. INTRODUCTION

The Defect Tracking for efficient error handling is a software application that is designed to help programmers keep track of reported software defects in their work. Defect tracking system is essential and used extensively by companies developing software products. A major component of a defect tracking system is a database that records facts about known defects. Facts may include the time a defect was reported, its severity, the erroneous program behavior, and details on how to reproduce the defect; as well as the identity of the person who reported it and any programmers who may be working on fixing it. Typical Defect Tracking Systems support the concept of the life cycle for a defect which is tracked through status assigned to the defect. The proposed project is to develop a defect tracking system in ASP.Net. The software will track the errors, which occurs during a project. The server will track down the error list already in the database and gives the corrective measures to the users. New errors if encountered should be entered into the database. The client should report the server program about the errors. If the error is already present in the database the server gives the remedy. If the error is not found then the client should submit the error to the server. The server then gives the remedy to the error thru the Specialized Engineer and inserts the new error and its remedy into the database.

1.1 SCOPE OF THE PROJECT

Web Application Defect Tracking is a web-based bug tracking system developed using ASP.NET technology. The project offers all the features needed to manage improvement, bugs, and so on. It also provide statistics help-desk management, and further options which allow the user to simplify all the stage of project’s development and maintenance. The bugs and errors reported while developing an application is reported which helps in proper development of the project with less cost and easy maintenance.

1.2 OBJECTIVE OF PROJECT

- To develop a defect tracking system in ASP.Net.
- To track the application errors, which occurs during a project.
- To track down the error list already in the database and gives the corrective measures to the users.
- New errors if encountered should be entered into the database.
2. SYSTEM ANALYSIS

2.1 EXISTING SYSTEM

Local defect trackers are usually a Computer Program used by a team of application support professionals (often a help desk) to keep track of issues communicated to software developers. Using an LDT allows support professionals to track defects in their "own language" and not the "language of the developers." In addition, LDT use allows a team of support professionals to track specific information about users who have called to complain that may not always be needed in the actual development queue. (Thus, there are two tracking systems when an LDT is in place.) In Existing System, The client should report the Organization's Help Desk about the errors and They have to wait until the Solution from helpdesk management arrives. Due to all the error reports of various clients are submitted to Helpdesk may causes many error report to be missed by helpdesk before giving solutions to it.

2.2 PROPOSED SYSTEM

Defect tracking system is essential and used extensively by companies developing software products. A major component of a defect tracking system is a database that records facts about known defects. Facts may include the time a defect was reported, its severity, the erroneous program behavior, and details on how to reproduce the defect; as well as the identity of the person who reported it and any programmers who may be working on fixing it. Typical Defect Tracking Systems support the concept of the life cycle for a defect which is tracked through status assigned to the defect. In proposed system,

- The client should report the server program about the errors.
- If the error is already present in the database the server gives the remedy.
- If the error is not found then the client should submit the error to the server.
- The server then gives the remedy to the error through the Specialized Engineer and inserts the new error and its remedy into the database.

3. SYSTEM ARCHITECTURE

2.3 MODULES:

- User Management
- Product Details Module
- Bug Entry Module
- Bug Tracking

4. DESIGN PROCESS

4.2.1 DATABASE DESIGN

Database design is required to manage large bodies of information. The management of data involves both the definition of structure for the manipulation of information. In addition the data base system must provide for the safety of the information handled despite. System crashes or due to attempt at unauthorized access. For developing an efficient data base we have to fulfill certain condition such as:

- Control redundancy
- Easy to use
- Data independence
- Accuracy and integrity
- Performance

For achieving the above criteria, we have to make use of various features available with DBMS such forcing integrity constrains.
4.2.2 INPUT DESIGN

The input design is the link that ties the information system into the world of its users. It is a process of converting user-originated inputs to a computer-based format. Input data are collected and organized into a group of similar data. Once identified, appropriate input media are selected for processing.

The goal of designing input data is to make entry easy, logical and free form errors. In input data design, we design source document that capture the data and then select the media used to enter them into the computer. The input forms are developed in a user-friendly way so that a layman also can easily understand everything. Menus are provided to users and different icons are designed so the proposed system design looks decorative. Input design is the part of the overall system design. Source documents initiate a processing cycle as soon as they are entered into the system through the keyboard. A source should be logical and easy to understand.

Objectives of Input Design:
- To achieve the highest possible level of accuracy.
- To ensure that the input is acceptable and understood by the user.

4.2.3 OUTPUT DESIGN

Output forms are also designed in a specific manner as per the user requirement. Results are formatted to enhance clarity. Depending on the user the system would generate appropriate output. The output forms are designed in such a way that the entire user required data is presented.

While designing an output, the system analyst must accomplish the following.
- Determine what information to present
- Decide whether to display, print or speak information and select the output medium.
- Arrange the presentation of information in an acceptable form.
- Decide how to distribute the output to intended users.

4.2.4 USER INTERFACE DESIGN

The user interface is one of the most important parts of this kind of system. As the system is aimed at the average user, the interface had to conform to certain design styles in order to remain accessible. It was decided that the user interface would have to conform as much as possible to standard systems, with not too many functions visible on screen at one time which might confuse a user.

In the Graphic User Interface design the following screens are designed.
- A main window with menus for all activities is done.
- The required information for this system is obtained through user interaction with text fields.
- The output is design and framed.

5. CONCLUSION

This software provides a user-friendly approach towards the system. This system has been well developed and when implemented, is bound to satisfy all of the requirements. Painstaking efforts have been taken to make the software impeccable and upgradeable. There is a hope that this software will be utilized to its maximum and will do a good job in long run. The ubiquitous nature of change underlies all software work. Therefore, we must develop mechanism for evaluating, controlling and making modification. This project has been created using the best design and coding technique known. It can be migrated to new platforms, adjusted for changes in machines and operating system technology and enhanced to meet new user needs, all without regard to overall architecture. The efficiency of the application lies in the hands of the end – users. Care has been taken to provide this user friendly system so that not only the experienced and professional agents use the system but will prove useful for the new agents also. The system is much flexible and extensible and hence further enhancements, if needed, can be developed and it can be integrated. With the existing one very easily. It is expected to leave up to the objective for which it is designed. In the proposed system, it is sure that it must reduce the man power and the time duration.

REFERENCES

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BOOKS: