

Defect Types		
10 Syntax	50 Architecture	90 Build, Package
20 Assignment	60 Data	100 Environment
30 Algorithm	70 Checking	110 System
40 Interface	80 Documentation	

Tally Marks by Inject Phase	
- Design	X Compile
/ Code	☒ Test
0 Code Review	

Defect Tally

Student _____ Date _____
 Program _____ Program # _____

Removal Phase _____

1 2 3 4 5 6 7 8 9 10

Type Description

Removal Phase _____

1 2 3 4 5 6 7 8 9 10

Type Description

PSQ Defect Type Standard

Type Number	Type Name	Description
10	Syntax	Spelling, punctuation, typos, instruction formats
20	Assignment	Declaration, duplicate names, scope, data range, initialization of data.
30	Algorithm	Errors in algorithm design; logic, pointers, loops, recursion, computation
40	Interface	Errors in module interface design: procedure calls and references, parameter lists.
50	Architecture	Errors in architectural design; modularization, structure, coupling, cohesion.
60	Data	Errors in data design: structure, content
70	Checking	Failure to properly validate data values before used; error messages, asserts.
80	Documentation	Source code comments, messages. Also external documentation.
90	Build, Package	change management, library, version control, makefile error, etc.
100	Environment	CASE tool, compiler, test, or other support system problems.
110	System	Hardware and platform configuration, real-time resources, shared memory.

Defect Tally Instructions

Purpose	This form holds a tally of defects you find during development. Use these data to complete the Project Plan Summary.	
General	Record all defects during unit development in this log. A defect is any change you made to the source code. Don't count error messages; Establish the underlying defect in the source code. These defects are NOT entered in the team's defect tracking system. If you need additional space, use another copy of the form. It is best to fill out the forms in pen or pencil. Don't bother to type them for submission.	
Header	Enter the following: - your name - today's date - the program or module name - the number of the PSQ program	
Phase	Enter the phase during which the defect was removed . This would generally be the phase during which you found and fixed the defect.	
Tally	Keep track of the number of defects found by marking off a number in the list for each defect. Use your best judgment to determine the phase where the defect was injected and use the corresponding kind of tally mark shown below.	
	Mark	Phase Injected
	— / O X ☒	Design Code Code Review Compile Test
Notes	You may record notes about the defects you find. The kinds of data that might be useful would be data that normally is entered into a Defect Recording Log: defect type, description of defect, and fix time.	

Example Defect Tally

Defect Types		
30 Syntax	50 Architecture	70 Build/Package
35 Assignments	60 Data	100 Performance
40 Aspiration/3 Checking	80 System	
45 Interface	90 Performance	

Tally Marks by Defect Phase	
- Design	2 Compile
/ Code	3 Test
o Code Review	

Defect Tally

Student Joe Programmer Date 10/7/01
 Program Roman Numeral Conversion Program # 1

Removal Phase CODE

~~+~~ 2 3 4 5 6 7 8 9 10

Type Description
 30 missing loop increment

Removal Phase COMPILE

~~+~~ / / 4 5 6 7 8 9 10

Type Description
 40 wrong return type
 10 missing brace
 10 missing semicolon

Removal Phase TEST

~~+~~ / 3 4 5 6 7 8 9 10

Type Description
 20 forgot to initialize sum to zero
 10 '==' should be '.equals' for strings