## **Reliability Rating**

Reliability rating is focused on bugs, an issue that represents something wrong in the code. If this has not broken yet, it will, and probably at the worst possible moment. This needs to be fixed. Yesterday.

The reliability rating is calculated using the worst severity found for a bug:

 $\begin{array}{l} \mathsf{A} = 0 \ \mathsf{Bug} \\ \mathsf{B} = \mathsf{at} \ \mathsf{least} \ \mathsf{1} \ \mathsf{Minor} \ \mathsf{Bug} \\ \mathsf{C} = \mathsf{at} \ \mathsf{least} \ \mathsf{1} \ \mathsf{Major} \ \mathsf{Bug} \\ \mathsf{D} = \mathsf{at} \ \mathsf{least} \ \mathsf{1} \ \mathsf{Critical} \ \mathsf{Bug} \\ \mathsf{E} = \mathsf{at} \ \mathsf{least} \ \mathsf{1} \ \mathsf{Blocker} \ \mathsf{Bug} \\ \end{array}$ 

