Application infinite loop

Introduction

If the analysis leads us to some Application related issue, then the Incident most probably depends from a **wrong configuration** of the Application itself or from an issue on the specific mobile platform.

We assume that before starting this troubleshoot we checked in the previous phases (ie **Incident Definition** and **Incident Description**) that the User's mobile platform is supported and that no know wrong configurations are set up in the platform itself. So we get here assuming that the Incident might be strictly related to PrivateGSM itself.

Application infinite loop App goes in Infinite Loop End user 1st Level Restart Application Yes Closed Solved? Deliver Ad-hoc build Gather and Send logs No 2nd Level Try to Reproduce 3rd Level **Technical** Team

First Level

First of all we will try to restart the application and check if the restart solves the issue. Whether if it does solve or doesn't the user has to send us logs in order to investigate the incident at the second level.

If the problem persist after the application restart then escalate to the second level.

Second Level

In case of Application Incident reporting, the Second level due is to make sure we are not facing an application bug. Thus the second level priority is to perform a reproduction test so to collect the largest data amount. A side effect is to make sure this Incident is reproducible so as its resolution can be checked when discending from the third level back to the first one. If the issue is reproducible and not solved in the second level, then we need to escalate to the third level wich will produce an ad-hoc build (maybe with a higher level of logging) to be delivered to the user by the first level and to restart the investigation cycle