

# The Hidden Costs Of Undetected Errors In Your Code

Highlights from our 2021 report: "The State of Software Code Report"

**88%** of developers acknowledge that bugs and errors are often still reported by users first... despite costly investments into process, talent, and tools that are supposed to prevent exactly that.

## How often do errors go undetected... and how are they actually discovered?

**1 in 4** developers say they detect errors by waiting until someone complains.

**2/3** of developers have found out about errors through in-app reports submitted by users.



Nearly 90% of developers admit that the error monitoring tools they use fall short.

**25%** of developers have found out about an error by users complaining on social media.

**21%** of developers have heard about errors directly from their CEO, executive.

## So, what's the business impact of undetected bugs scampering around in your code base?

### Revenue at risk

**34%** of developers say losing users is the biggest risk of errors in their software applications...

**26%** have actually reported losing a significant amount of users to errors.

### Reputation damage

**25%** say errors damage their reputation and ability to fundraise.

**18%** say it angers investors.

### Releases delayed

**33%** of respondents say their team is being held back from deploying more often.

**32%** say fixing errors slows them down and keeps them from sticking to the production schedule.

### Innovation suffers

**32%** Nearly one-third of developers are spending up to 10 hours a week fixing bugs instead of writing code.

**55%** say they would build new features and functionalities if they weren't fixing bugs.



## How does having to deal with escaped bugs affect developers on a personal level?

**31%** Frustrated  
Nearly one-third (31%) of developers say manually responding to errors makes them feel frustrated.

**22%** Overwhelmed  
22% say losing time and focus to errors makes them feel overwhelmed.

**17%** Burned Out  
17% say it makes them feel burned out.

**12%** Resentful  
12% say it makes them resentful.

**1:10** Ready To Quit  
Nearly 1 in 10 developers say that dealing with bugs makes them want to quit their job. Developer attrition comes at a high cost of sourcing, onboarding, and training new talent, making this a costly threat.

### Would you rather...?

More than 1/3 of developers said if they didn't have to spend so much time fixing code, they'd have more time for their wellbeing by...

**57%** Spending more time with their family.

**31%** Exercising more.

**31%** Getting a full night's sleep.

In fact, 2/3 of developers would rather do an unpleasant activity than fix errors, such as:



**26%**

Pay bills



**21%**

Go to the dentist



**20%**

Visit with the boss

## So, what can be done to make error tracking and triage less painful and time consuming for developers?

**86%** of developers say they need better tools to detect and fix errors so they can iterate faster.

## Here's what developers say would boost productivity and efficiency in their error monitoring tools:

**47%** See where errors originate  
Instead of spending time sifting through logs to track down the source of an error, access to location data makes tracking the error much faster.

**34%** Real-time capabilities  
One-minute snapshots and error rate alerts can obscure important signals that can help developers head problems off at the pass.

**33%** Access to rich contextual information surrounding each error  
Nullam quis natus eget urna mollis ornare vel eu leo. Nullam quis natus eget urna mollis ornare vel eu leo.

**33%** Aid in quality assurance  
Testing and QA takes too long and developers want to move faster while improving accuracy before releases.

**33%** Open API access  
An open API allows development teams to build custom error monitoring features for their unique use case and business case.

### Other factors holding back deployments:

**30%** say their team is too small

**36%** say testing/QA takes too long

**38%** want improved project management

**16%** say budget is too small