

## LAB 2 - MONOLITHIC ARCHITECTURE

NAME : ANISH M

SRN : PES1UG23CS078

SECTION : B

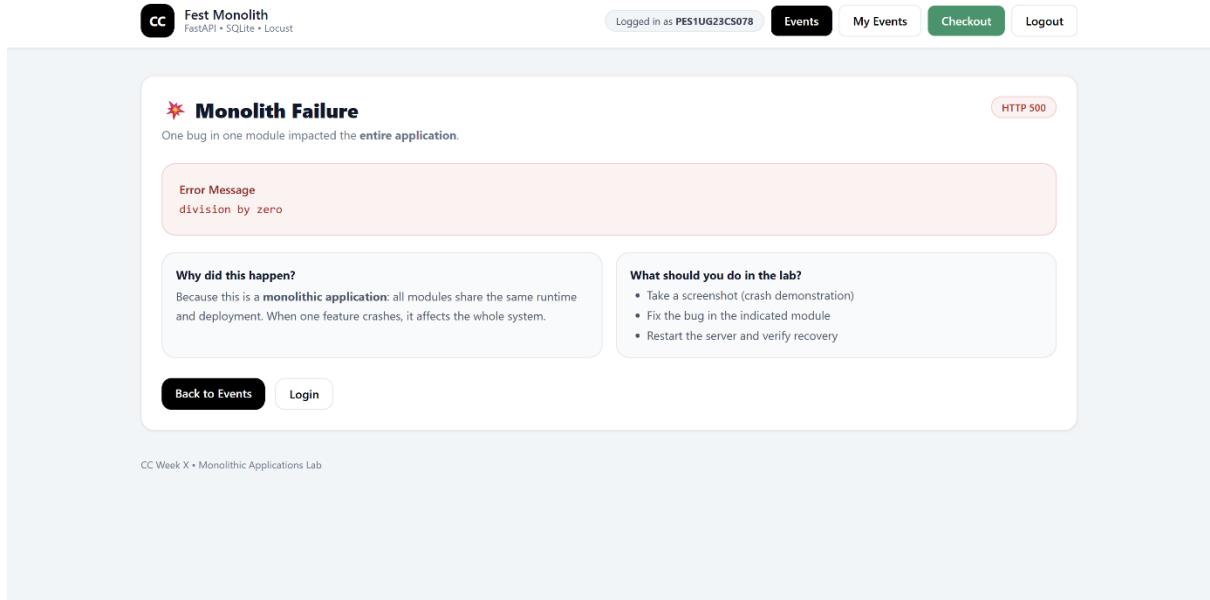
GIT URL : <https://github.com/AnishM0605/CC-Lab-2-PES1UG23CS078/tree/main>

SS1 :

The screenshot shows a web application interface for 'Fest Monolith' built using FastAPI, SQLite, and Locust. The top navigation bar includes links for 'Events', 'My Events', 'Checkout', and 'Logout'. A banner at the top right says 'View My Events →'. The main content area is titled 'Events' and displays a grid of nine event cards. Each card contains the event ID, name, a brief description, and a 'Register' button.

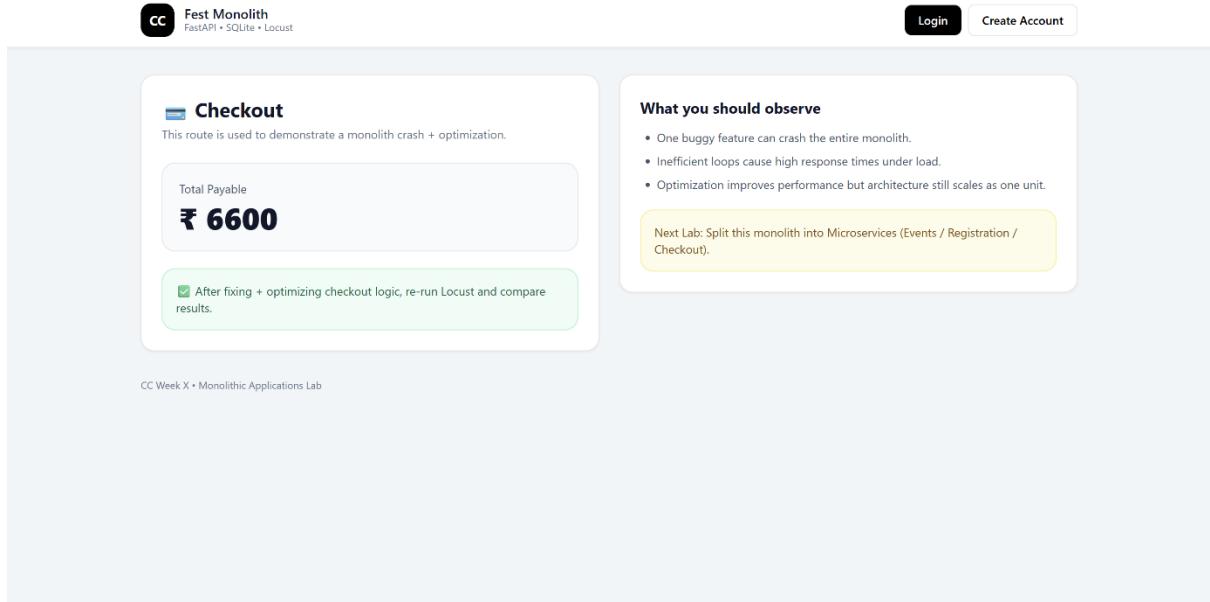
Event ID	Event Name	Description	Price
1	Hackathon	Includes certificate • instant registration • limited seats	₹ 500
2	Dance	Includes certificate • instant registration • limited seats	₹ 300
3	Hackathon	Includes certificate • instant registration • limited seats	₹ 500
4	Dance Battle	Includes certificate • instant registration • limited seats	₹ 300
5	AI Workshop	Includes certificate • instant registration • limited seats	₹ 400
6	Photography Walk	Includes certificate • instant registration • limited seats	₹ 200
7	Gaming Tournament		₹ 350
8	Music Night		₹ 250
9	Treasure Hunt		₹ 150

SS2 :



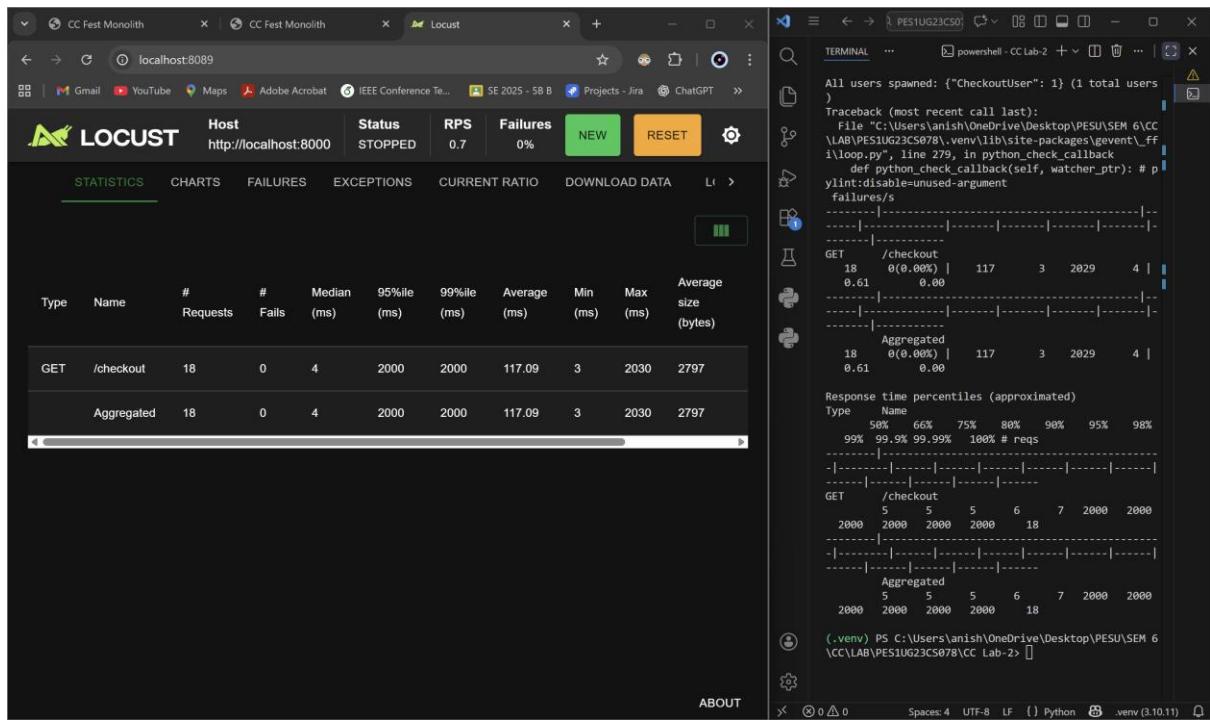
```
ZeroDivisionError: division by zero
INFO:    127.0.0.1:62834 - "GET /login HTTP/1.1" 200 OK
INFO:    127.0.0.1:56219 - "POST /login HTTP/1.1" 302 Found
INFO:    127.0.0.1:56219 - "GET /events?user=PES1UG23CS078 HTTP/1.1" 200 OK
INFO:    127.0.0.1:56219 - "GET /register_event/404?user=PES1UG23CS078 HTTP/1.1" 500 Internal Server Error
ERROR:   Exception in ASGI application
```

SS3 :



```
ZeroDivisionError: division by zero
INFO:      127.0.0.1:63201 - "GET /checkout HTTP/1.1" 200 OK
[]
```

SS4 :



SS5 :

The screenshot shows a terminal window and a browser window side-by-side.

**Terminal Window:**

```
localhost:8089, press enter to open your default browser.
[2026-01-29 15:07:29,833] Anish/INFO/locust.runners: Ramping to 1 users at a rate of 1.00 per second
[2026-01-29 15:07:29,835] Anish/INFO/locust.runners: All users spawned: {"Checkouts": 1} (1 total users)
Traceback (most recent call last):
  File "C:\Users\anish\OneDrive\Desktop\PESU\SEM 6\CC\LAB\PE51UG23CS078\.venv\lib\site-packages\event\loop.py", line 279, in python_check_callback
    def python_check_callback(self, watcher_ptr): # pylint:disable=unused-argument
KeyboardInterrupt
[2026-01-29 15:08:32,993] Anish/INFO/locust.main: Shutting down (exit code 0)
```

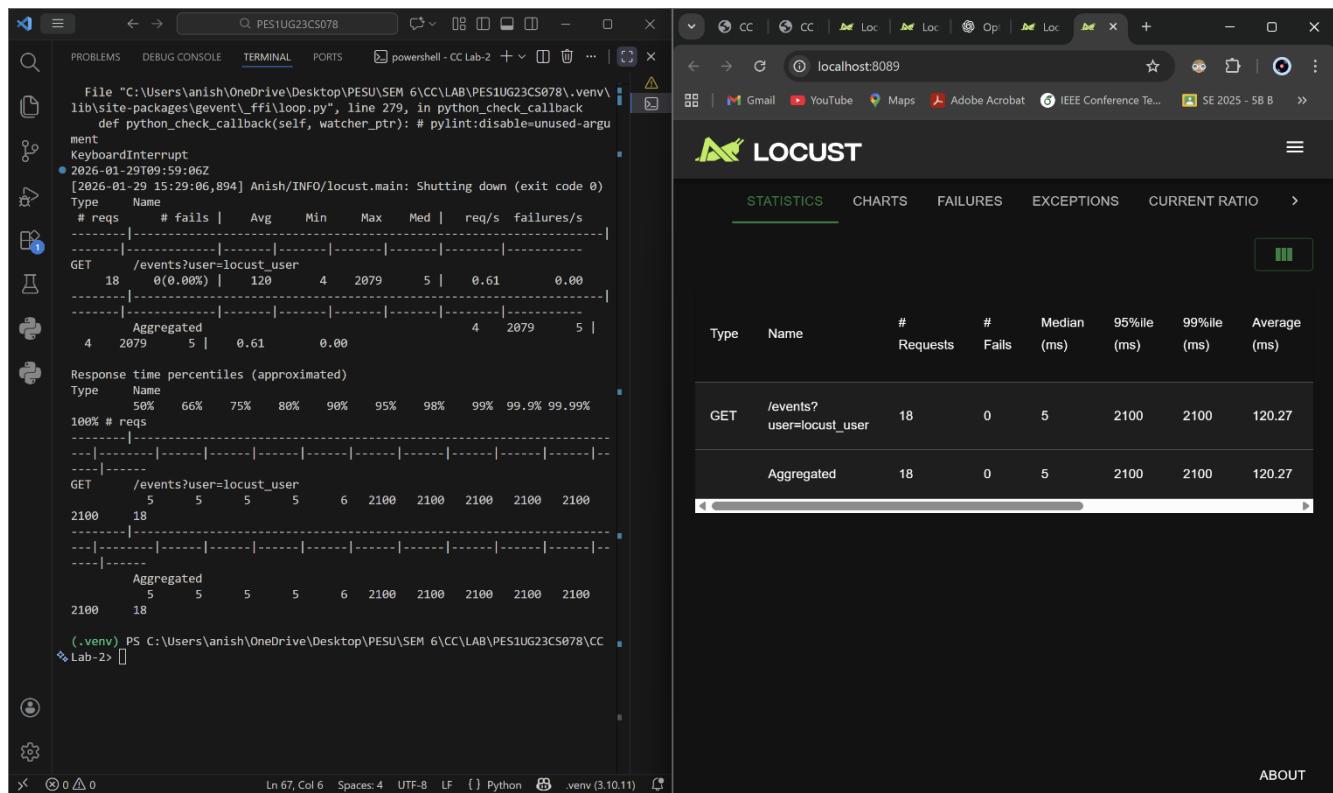
**Browser Window:**

The browser displays the Locust test results for a "/checkout" endpoint. The results table is as follows:

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)																																																																				
GET	/checkout	20	0	5	2100	2100	107.88	4																																																																				
Aggregated																																																																												
<table border="1"><thead><tr><th>Avg</th><th>Min</th><th>Max</th><th>Med</th><th>req/s</th><th>failures/s</th><th># reqs</th><th># fails</th></tr></thead><tbody><tr><td>107</td><td>3</td><td>2863</td><td>5</td><td>0.69</td><td>0.00</td><td>20</td><td>0(0.00%)</td></tr><tr><td>GET</td><td>/checkout</td><td>6</td><td>7</td><td>2100</td><td>2100</td><td>2100</td><td>2100</td><td>5</td></tr><tr><td colspan="9">-----</td></tr><tr><td colspan="9">Aggregated</td></tr><tr><td colspan="9"><table border="1"><thead><tr><th>Avg</th><th>Min</th><th>Max</th><th>Med</th><th>req/s</th><th>failures/s</th><th># reqs</th><th># fails</th></tr></thead><tbody><tr><td>6</td><td>7</td><td>7</td><td>2100</td><td>2100</td><td>2100</td><td>2100</td><td>20</td></tr></tbody></table></td></tr></tbody></table>									Avg	Min	Max	Med	req/s	failures/s	# reqs	# fails	107	3	2863	5	0.69	0.00	20	0(0.00%)	GET	/checkout	6	7	2100	2100	2100	2100	5	-----									Aggregated									<table border="1"><thead><tr><th>Avg</th><th>Min</th><th>Max</th><th>Med</th><th>req/s</th><th>failures/s</th><th># reqs</th><th># fails</th></tr></thead><tbody><tr><td>6</td><td>7</td><td>7</td><td>2100</td><td>2100</td><td>2100</td><td>2100</td><td>20</td></tr></tbody></table>									Avg	Min	Max	Med	req/s	failures/s	# reqs	# fails	6	7	7	2100	2100	2100	2100	20
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SS6 :

SS7 :



### Route 1: /events

#### What was the bottleneck?

The main issue was inefficient data handling in the /events endpoint. On each request, the system was retrieving and processing the full set of event records, which increased latency as traffic grew.

#### What change did you make?

The endpoint was refined to avoid unnecessary processing and to make database access more efficient, so only relevant data was fetched and returned.

#### Why did the performance improve?

Reducing repeated work and improving data retrieval lowered the per-request processing time. That cut response latency and allowed the system to sustain higher load.

## SS8 :

The screenshot shows two windows side-by-side. On the left is a terminal window in VS Code with the title "PES1UG23CS078". It displays Locust test results for a "locust\_user" user. The results include:

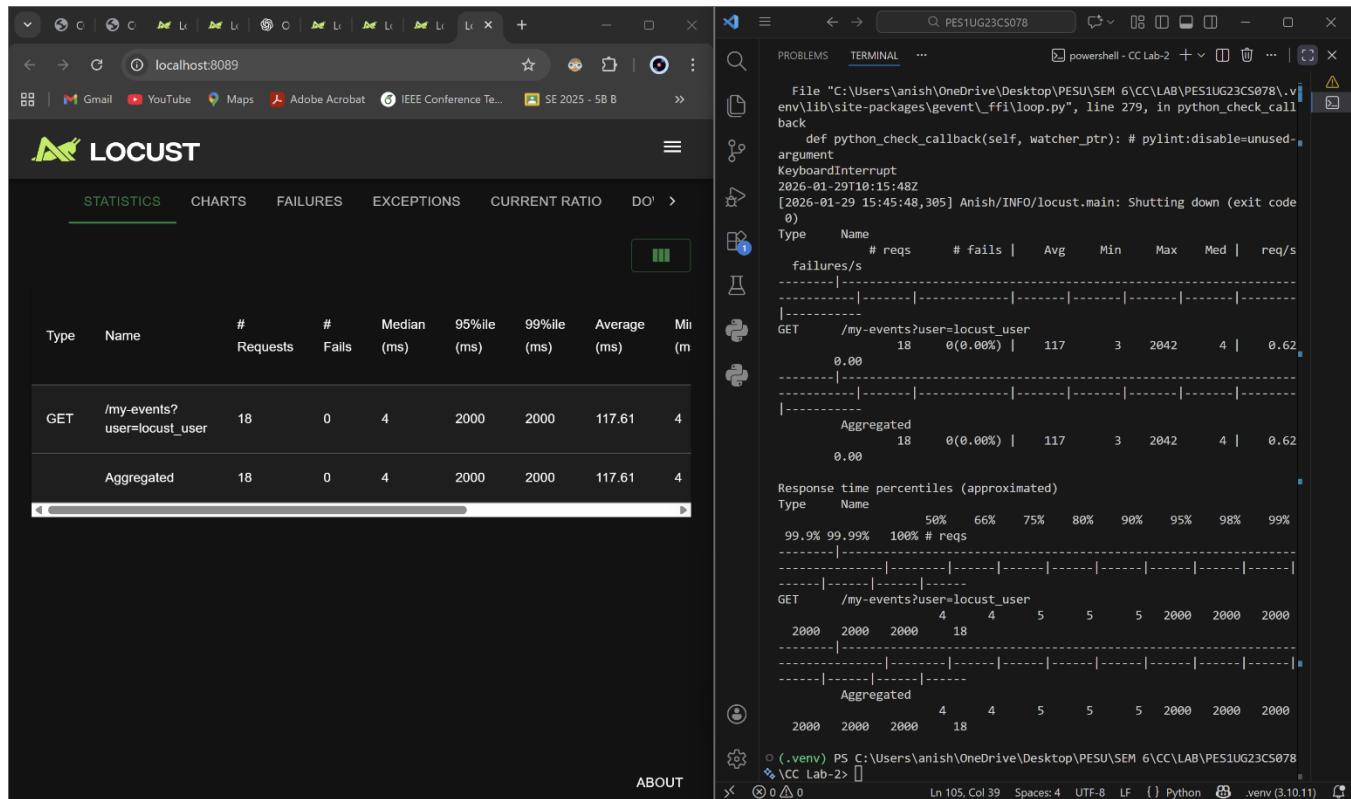
Type	Name	# reqs	# fails	Avg	Min	Max	Med	req/s	failures/s
GET	/my-events?user=locust_user	19	0 (0.00%)	154	36	2112	40	0.65	0.00
Aggregated									
		19	0 (0.00%)	154	36	2112	40	0.65	0.00

Below this, it shows response time percentiles (approximated):

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%
GET	/my-events?user=locust_user	40	42	51	67	79	2100	2100	2100	2100	2100
Aggregated											
		40	42	51	67	79	2100	2100	2100	2100	2100

On the right is a browser window titled "localhost:8089" showing the Locust UI. The "STATISTICS" tab is selected, displaying the same data as the terminal.

SS9 :



### Route 2: /my-events

## What was the bottleneck?

Performance slowed due to repeated database queries to obtain user-specific events. Under concurrent access, these redundant lookups created noticeable delays.

## **What change did you make?**

The query logic was simplified and structured to prevent repeated fetching of the same user data.

## Why did the performance improve?

Fewer and more efficient queries reduced database strain and execution time, leading to faster responses and better handling of simultaneous users.