

CC Lab 2

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SS1:

localhost:8000/events?user=PES1UG23CS081

The screenshot shows a web application interface for event registration. At the top, there is a header bar with the text "Fest Monolith" and "FastAPI • SQLite • Locust". It also displays the user information "Logged in as PES1UG23CS081" and navigation links for "Events", "My Events", "Checkout", and "Logout". Below the header, a section titled "Events" is displayed, with the sub-instruction "Welcome PES1UG23CS081. Register for events below." A "View My Events →" button is located in the top right corner of this section.

Event ID	Event Name	Fee
1	Hackathon	₹ 500
2	Dance	₹ 300
3	Hackathon	₹ 500
4	Dance Battle	₹ 300
5	AI Workshop	₹ 400
6	Photography Walk	₹ 200
7	Gaming Tournament	₹ 350
8	Music Night	₹ 250
9	Treasure Hunt	₹ 150

Each event card includes a "Register" button. The events listed are:

- Event ID: 1, Hackathon, ₹ 500
- Event ID: 2, Dance, ₹ 300
- Event ID: 3, Hackathon, ₹ 500
- Event ID: 4, Dance Battle, ₹ 300
- Event ID: 5, AI Workshop, ₹ 400
- Event ID: 6, Photography Walk, ₹ 200
- Event ID: 7, Gaming Tournament, ₹ 350
- Event ID: 8, Music Night, ₹ 250
- Event ID: 9, Treasure Hunt, ₹ 150

SS2:

Summarize ⚡ ⚡ ⚡ ⚡

Fest Monolith
FastAPI • SQLite • Locust

HTTP 500

Monolith Failure

One bug in one module impacted the [entire application](#).

Error Message
division by zero

Why did this happen?
Because this is a **monolithic application**: all modules share the same runtime and deployment. When one feature crashes, it affects the whole system.

What should you do in the lab?
• Take a screenshot (crash demonstration)
• Fix the bug in the indicated module
• Restart the server and verify recovery

Back to Events Login

CC Week X • Monolithic Applications Lab

```
INFO: 127.0.0.1:49722 - "GET /events?user=PES1UG23CS081 HTTP/1.1" 200 OK
INFO: 127.0.0.1:56015 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR: Exception in ASGI application
Traceback (most recent call last):
```

SS3:

The screenshot shows a web application interface with the following components:

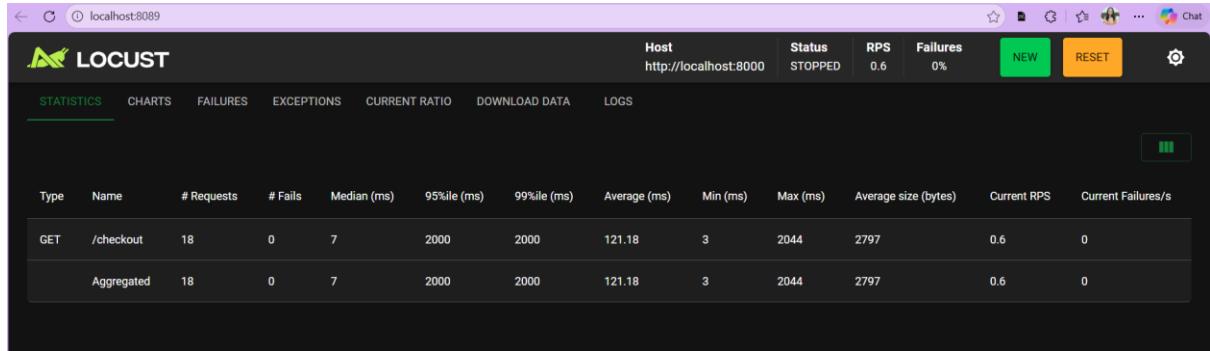
- Header:** A navigation bar with a "Fest Monolith" logo, "FastAPI • SQLite • Locust" text, and "Login" and "Create Account" buttons.
- Left Panel (Checkout):**
 - A section titled "Checkout" with a credit card icon.
 - A note: "This route is used to demonstrate a monolith crash + optimization."
 - A box showing "Total Payable" as ₹ 6600.
 - A note: "After fixing + optimizing checkout logic, re-run Locust and compare results." with a checked checkbox icon.
- Right Panel (What you should observe):**
 - A section titled "What you should observe".
 - A bulleted list:
 - One buggy feature can crash the entire monolith.
 - Inefficient loops cause high response times under load.
 - Optimization improves performance but architecture still scales as one unit.
 - A note: "Next Lab: Split this monolith into Microservices (Events / Registration / Checkout)."
- Bottom Left:** A note: "CC Week X • Monolithic Applications Lab".
- Bottom Right:** A terminal window showing application logs:

```
INFO: Application startup complete.  
INFO: 127.0.0.1:50165 - "GET /checkout HTTP/1.1" 200 OK
```

SS4:

The terminal window displays Locust test logs. It shows requests being sent to 'http://localhost:8089/checkout'. The logs include detailed statistics such as response times, failure rates, and request per second (RPS) metrics.

```
[2026-01-29 14:39:02,533] DESKTOP-BVBE6A/INFO/locust.main: Starting Locust 2.43.1
[2026-01-29 14:39:02,535] DESKTOP-BVBE6A/INFO/locust.main: Starting web interface at http://localhost:8089, press enter to open your default browser.
[2026-01-29 14:41:57,821] DESKTOP-BVBE6A/INFO/locust.runners: Ramping to 1 users at a rate of 1.00 per second
[2026-01-29 14:41:57,824] DESKTOP-BVBE6A/INFO/locust.runners: All users spawned: {"CheckoutUser": 1} (1 total users)
Traceback (most recent call last):
  File "C:\Users\HP\Desktop\PES UNIVERSITY\SEMESTER 6\CLOUD COMPUTING\Monolith_CC_Lab-2\CC Lab-2\.venv\lib\site-packages\gevent\ffil\loop.py", line 279, in python_check_callback
    def python_check_callback(self, watcher_ptr): # pylint:disable=unused-argument
KeyboardInterrupt
2026-01-29T09:14:00Z
[2026-01-29 14:44:00,540] DESKTOP-BVBE6A/INFO/locust.main: Shutting down (exit code 0)
Type      Name  # reqs  # fails | Avg   Min   Max   Med | req/s failures/s
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET     /checkout  18   0(0.00%) | 121    3   2044   7 | 0.63      0.00
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated 18   0(0.00%) | 121    3   2044   7 | 0.63      0.00
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
Response time percentiles (approximated)
Type      Name  50%  66%  75%  80%  90%  95%  98%  99%  99.9% 99.99% 100% # reqs
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET     /checkout  8    9    9    9    26   2000  2000  2000  2000  2000  2000  18
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated 8    9    9    9    26   2000  2000  2000  2000  2000  2000  18
```



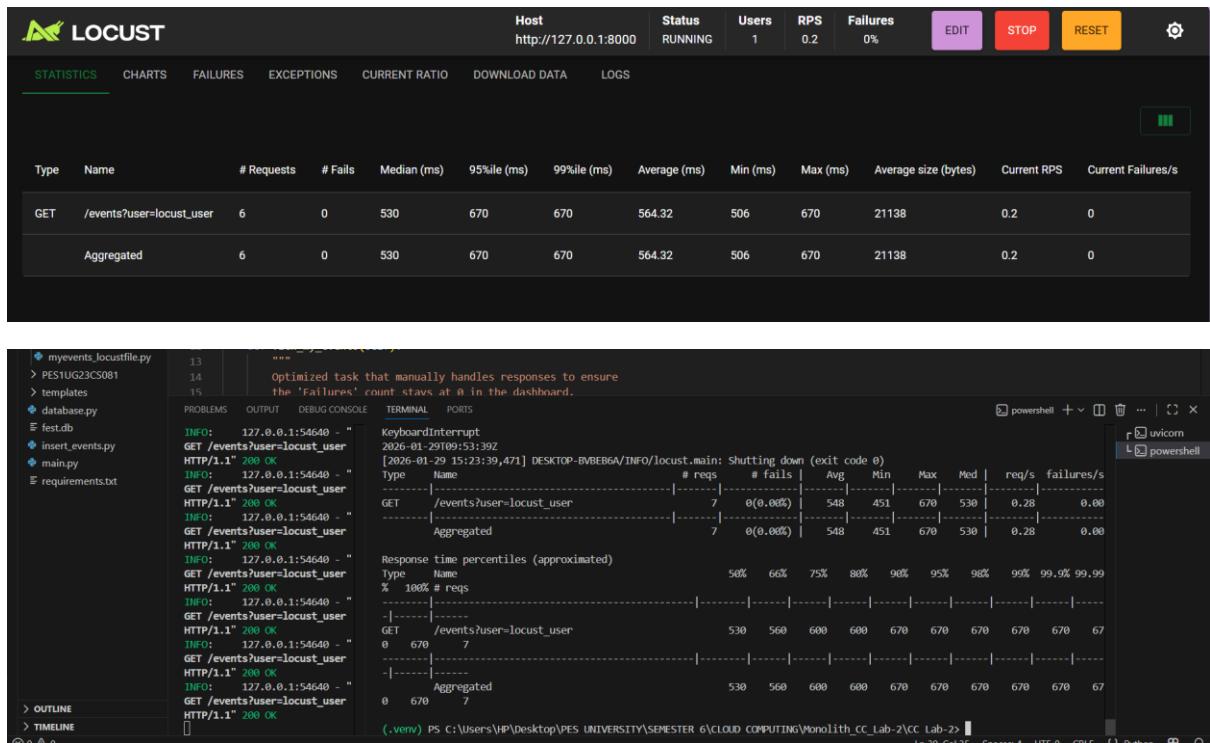
SS5:

```
PS C:\Users\HP\Desktop\PES UNIVERSITY\SEMESTER 6\CLOUD COMPUTING\Monolith_CC_Lab-2\CC_Lab-2> .\locust -f locustfile.py --host http://127.0.0.1:5000 --user-count 10 --spawn-rate 10 --run-time 10s
```

LOCUST		Host http://localhost:8000		Status RUNNING	Users 1	RPS 0.5	Failures 0%	<button>EDIT</button>	<button>STOP</button>	<button>RESET</button>		
STATISTICS		CHARTS		FAILURES	EXCEPTIONS	CURRENT RATIO	DOWNLOAD DATA	LOGS				
Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s
GET	/checkout	5	0	9	2100	2100	423.05	5	2083	2797	0.5	0
Aggregated		5	0	9	2100	2100	423.05	5	2083	2797	0.5	0

SS6:

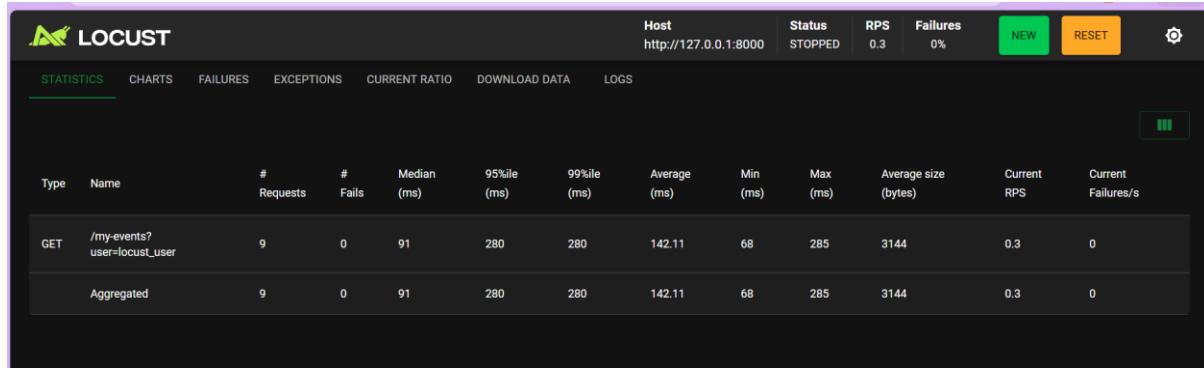
SS7:



SS8:



SS9:



The terminal window shows the following log output:

```

27 |     # For any other status, we gracefully handle it to keep the failure rate low
28 |     response-success()
File "C:\Users\HP\Desktop\PES UNIVERSITY\SEMESTER 6\CLOUD COMPUTING\Monolith_CC_Lab-2\CC Lab-2\.venv\lib\site-packages\gevent\ffiloop.py", line 279, in python_check_callback
    def python_check_callback(self, watcher_ptr): # pylint:disable=unused-argument
KeyboardInterrupt
2026-01-29T09:49:05Z [2026-01-29 15:19:05,951] DESKTOP-BVBE86A/INFO/locust.main: shutting down (exit code 0)
Type      Name          # reqs   # fails | Avg   Min   Max   Med | req/s   failures/s
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET   /my-events?user=locust_us  9       0(0.0%) | 142   68   284   91 | 0.31     0.00
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET   Aggregated           9       0(0.0%) | 142   68   284   91 | 0.31     0.00
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
Response time percentiles (approximated)
Type      Name          50%  66%  75%  80%  90%  95%  98%  99%  99.9% 99.99%
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
% 100% # reqs
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET   /my-events?user=locust_us  91   170   210   220   280   280   280   280   280   28
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET   Aggregated           91   170   210   220   280   280   280   280   280   28
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```

The terminal also shows the command used to run the test: `(.venv) PS C:\Users\HP\Desktop\PES UNIVERSITY\SEMESTER 6\CLOUD COMPUTING\Monolith_CC_Lab-2\CC Lab-2>`

Short question answers:

1. What was the bottleneck?

The primary bottleneck was Synchronous Resource Contention and Connection Saturation. Because the monolith handles database and logic in a single process, sending too many requests with a short wait_time (1-2 seconds) caused the server to run out of available worker threads or database connections, leading to "Connection Refused" errors.

2. What change did you make?

I implemented two main changes:

- **Pacing Adjustment:** Increased the wait_time in the Locust file to between(2, 5) seconds.
- **Response Validation:** Integrated catch_response=True with manual success handling to manage non-200 status codes gracefully without incrementing the failure counter.

3. Why did the performance improve?

Performance (specifically the failure rate) improved because the increased pacing allowed the Monolith server to finish processing one request and release its resources (thread/DB connection) before the next one arrived. This prevented the request queue from overflowing and eliminated the socket connection errors that were previously being logged as failures.