

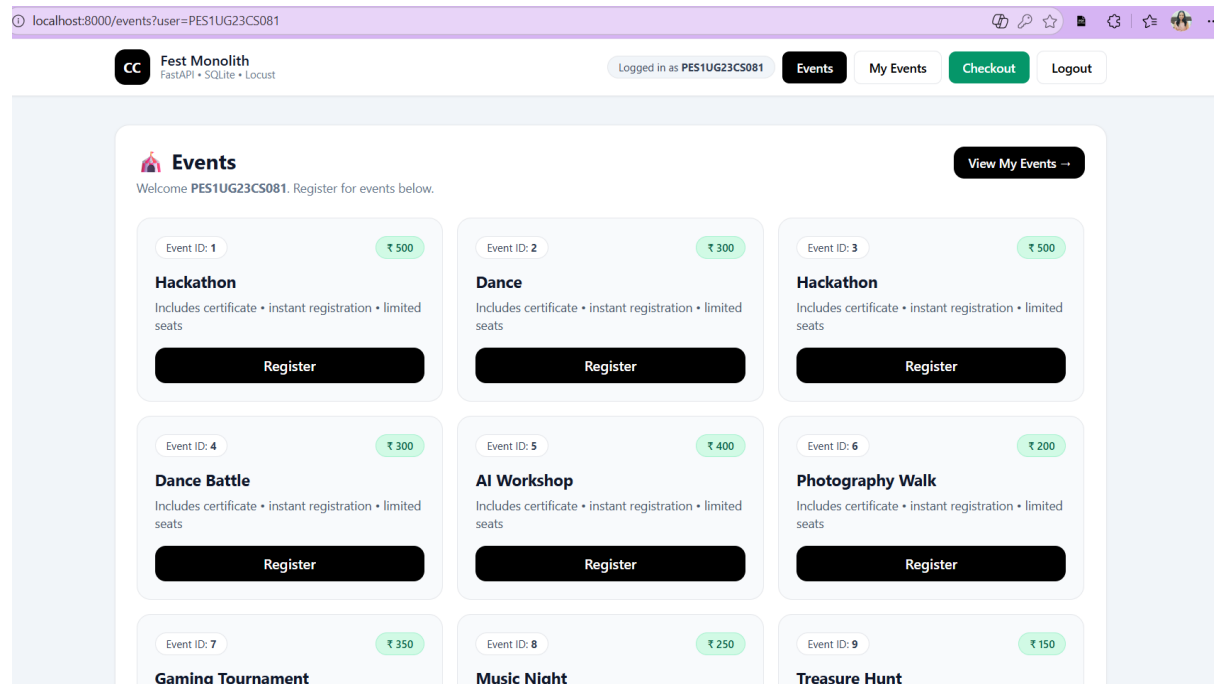
CC Lab 2

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SS1:



SS2:

127.0.0.1:8000/checkout


Summarize

CC

Fest Monolith
FastAPI • SQLite • Locust

Login

Create Account

 **Monolith Failure**

HTTP 500

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:

CC

Fest Monolith
FastAPI • SQLite • Locust

Login

Create Account

 **Checkout**

This route is used to demonstrate a monolith crash + optimization.

Total Payable

₹ 6600

☒ After fixing + optimizing checkout logic, re-run Locust and compare results.

What you should observe

- 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.

Next Lab: Split this monolith into Microservices (Events / Registration / Checkout).

CC Week X • Monolithic Applications Lab

INFO: Application startup complete.

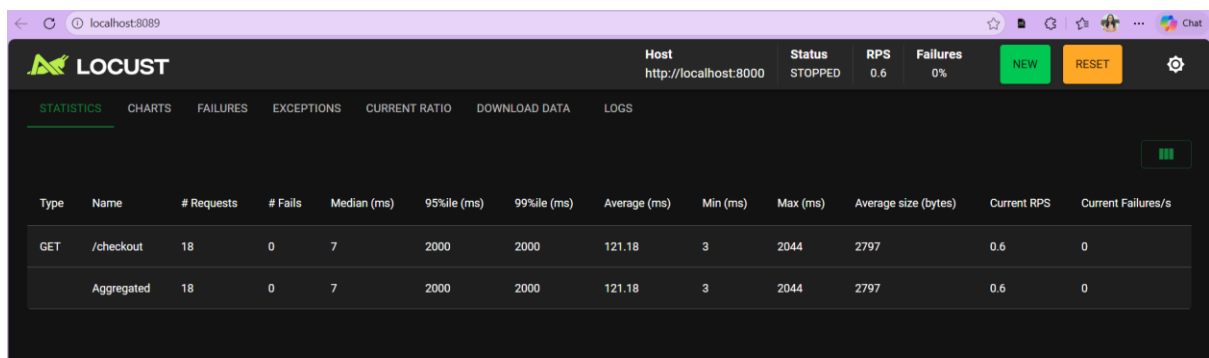
INFO: 127.0.0.1:50165 - "GET /checkout HTTP/1.1" 200 OK

SS4:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
```

```
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
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INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
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INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "  
GET /checkout HTTP/1.1" 200 O  
K  
INFO: 127.0.0.1:51019 - "
```

```
[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\ffi\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 9 26 2000 2000 2000 2000 2000 18  
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----  
Aggregated 8 9 9 9 9 26 2000 2000 2000 2000 2000 18  
  
(.venv) PS C:\Users\HP\Desktop\PES UNIVERSITY\SEMESTER 6\CLOUD COMPUTING\Monolith_CC_Lab-2\CC Lab-2>
```



SS6:

[illegible]

SS7:

LOCUST

Host
http://127.0.0.1:8000

Status
RUNNING

Users
1

RPS
0.2

Failures
0%

EDIT

STOP

RESET

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

/events?user=locust_user

6

0

530

670

670

564.32

506

670

21138

0.2

0

Aggregated

6

0

530

670

670

564.32

506

670

21138

0.2

0

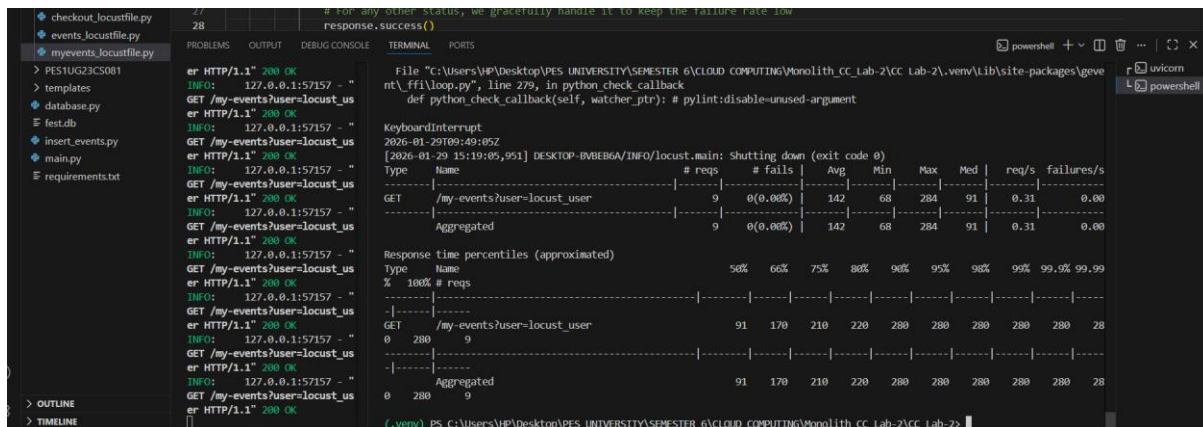
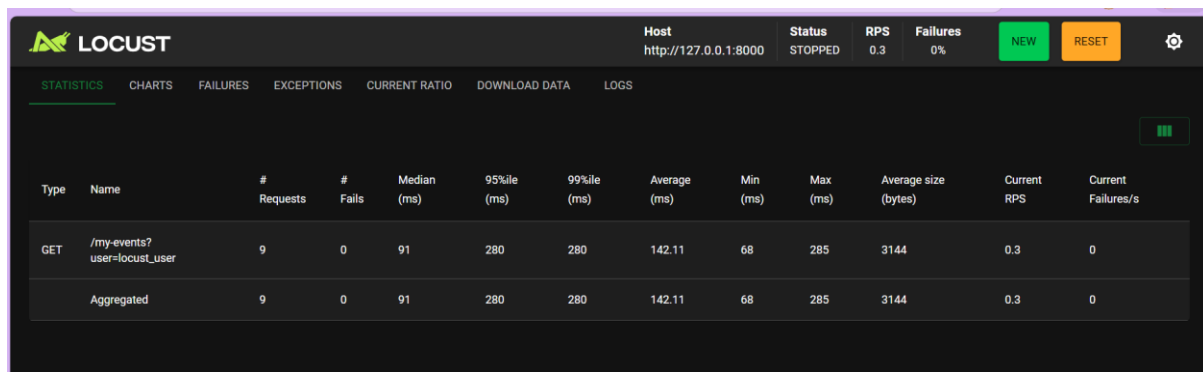
[illegible]

SS8:

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	/my-events?user=locust_user	4	0	200	2200	2200	708.82	170	2242	3144	0.33	0
	Aggregated	4	0	200	2200	2200	708.82	170	2242	3144	0.33	0

[illegible]

SS9:



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.