

## CC LAB 2

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SECTION : A  
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ss1:

The screenshot shows the 'Events' section of the CC Fest Monolith application. At the top, there are navigation links: 'Events', 'My Events', 'Checkout', and 'Logout'. Below this, a heading says 'Welcome PES2UG23CS063. Register for events below.' There are six event cards displayed in a grid:

- Event ID: 1** ₹ 500  
**Hackathon**  
Includes certificate • instant registration • limited seats  
**Register**
- Event ID: 2** ₹ 300  
**Dance**  
Includes certificate • instant registration • limited seats  
**Register**
- Event ID: 3** ₹ 500  
**Hackathon**  
Includes certificate • instant registration • limited seats  
**Register**
- Event ID: 4** ₹ 300  
**Dance Battle**  
Includes certificate • instant registration • limited seats  
**Register**
- Event ID: 5** ₹ 400  
**AI Workshop**  
Includes certificate • instant registration • limited seats  
**Register**
- Event ID: 6** ₹ 200  
**Photography Walk**  
Includes certificate • instant registration • limited seats  
**Register**

ss2:

The screenshot shows the 'Monolith Failure' page. At the top, there are 'Login' and 'Create Account' buttons. The main heading is 'Monolith Failure' with a red exclamation mark icon. Below it, a message says 'One bug in one module impacted the entire application.' In the top right corner, there is a red rounded rectangle containing the text 'HTTP 500'. The page is divided into two main sections:

- 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

At the bottom, there are 'Back to Events' and 'Login' buttons. The footer contains the text 'CC Week X - Monolithic Applications Lab'.

ss3:

 Fest Monolith  
FastAPI • SQLite • Locust

[Login](#) [Create Account](#)

## Checkout

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

Total Payable

**₹ 6600**

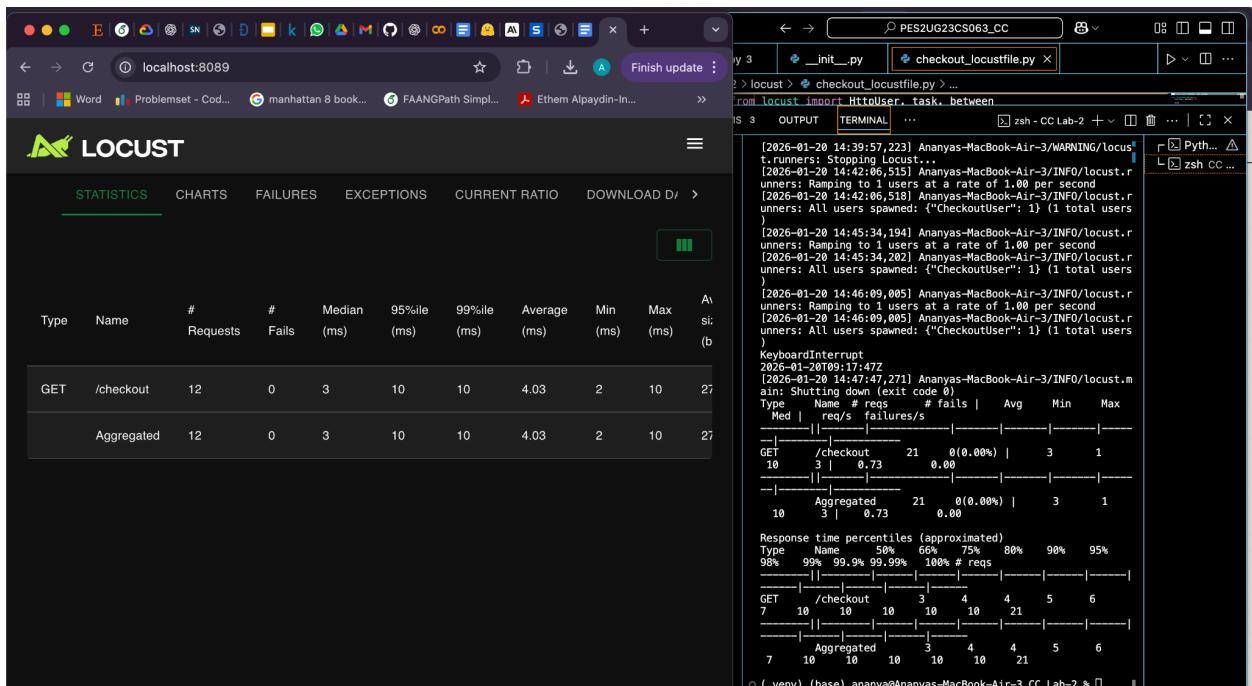
After fixing + optimizing checkout logic, re-run Locust and compare results.

### 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).

ss4:



ss5:

The screenshot shows the Locust web interface at localhost:8089. The 'STATISTICS' tab is selected, displaying performance metrics for a '/checkout' endpoint. The table includes columns for Type, Name, # Requests, # Fails, Median (ms), 95%ile (ms), 99%ile (ms), Average (ms), Min (ms), Max (ms), and Avg size (b). The data shows 19 requests, 0 fails, and a median response time of 3 ms. Below the table is a chart showing response time percentiles (90%, 95%, 99%) for the '/checkout' endpoint.

On the right side of the interface, a terminal window shows the Locust log output. It includes the command used to run the test, the main configuration file path, and the log messages indicating the start of the test and the number of users spawned.

Ss6 before optimisation:

The screenshot shows the Locust web interface at localhost:8089. The 'STATISTICS' tab is selected, displaying performance metrics for a '/events?user=locust\_user' endpoint. The table includes columns for Type, Name, # Requests, # Fails, Median (ms), 95%ile (ms), 99%ile (ms), Average (ms), Min (ms), Max (ms), and Avg size (b). The data shows 15 requests, 0 fails, and a median response time of 130 ms. Below the table is a chart showing response time percentiles (90%, 95%, 99%) for the '/events?user=locust\_user' endpoint.

On the right side of the interface, a terminal window shows the Locust log output. It includes the command used to run the test, the main configuration file path, and the log message indicating that the locustfile could not be found.

- The /events route contained an unnecessary computation loop (for i in range(3000000)) that did not contribute to the actual functionality of the endpoint. This loop performed

redundant arithmetic operations, causing avoidable CPU usage and increased response time for every request.

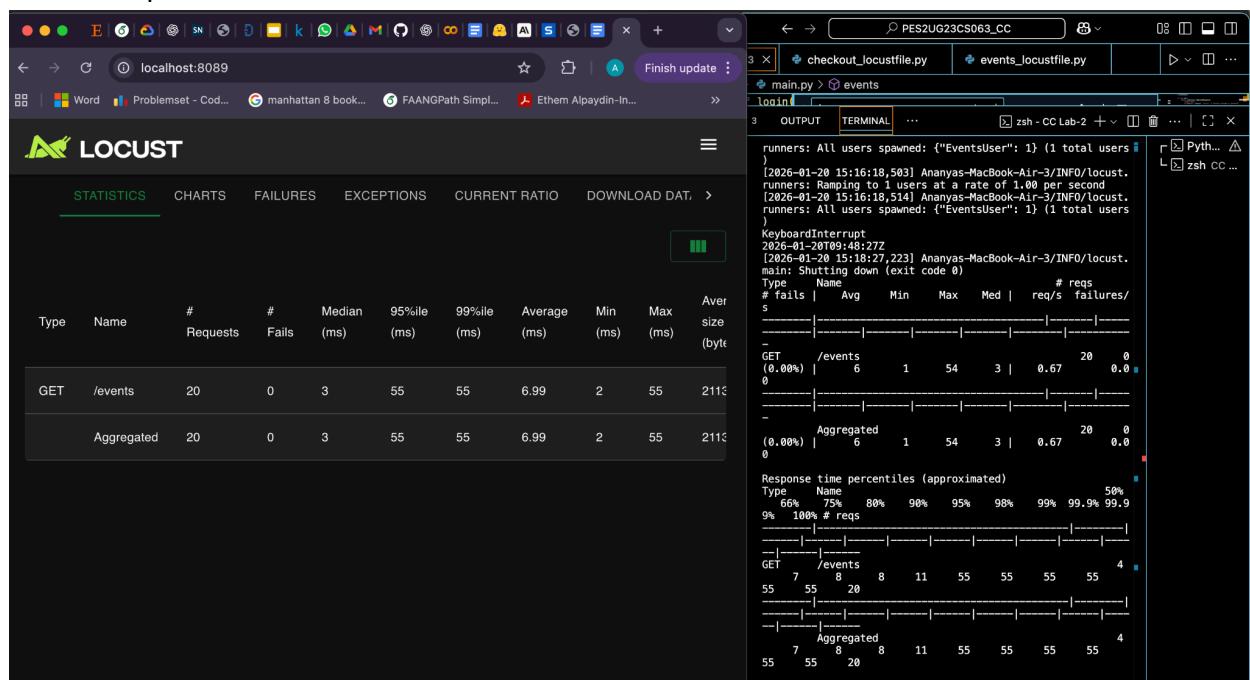
- The redundant loop was removed since it did not affect the business logic of the route.
- Eliminating the unnecessary computation reduced processing overhead per request, leading to improved response time and better performance under load.

```
@app.get("/events", response_class=HTMLResponse)
def events(request: Request, user: str):
    db = get_db()
    rows = db.execute("SELECT * FROM events").fetchall()

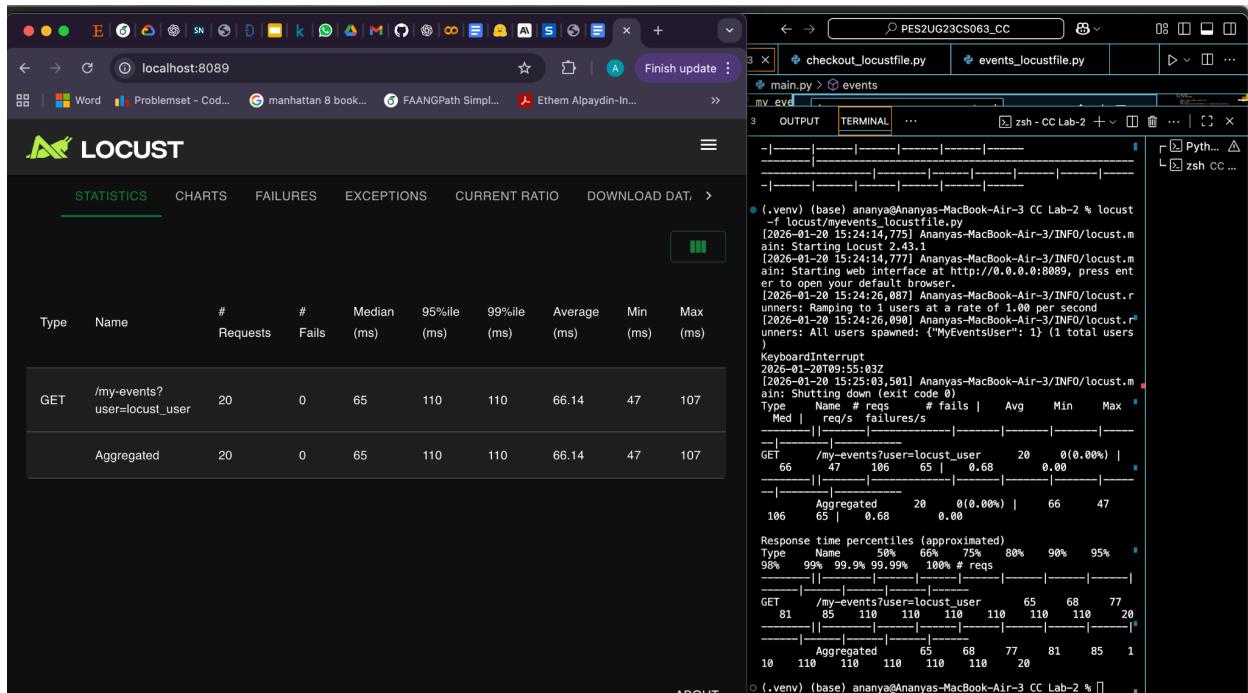
    # waste = 0
    # for i in range(3000000):
    #     waste += i % 3

    return templates.TemplateResponse(
        "events.html",
        {"request": request, "events": rows, "user": user}
    )
```

Ss6 after optimisation:



## Ss7 before optimisation:



- The /my-events route contained an unnecessary loop that performed redundant iterations without contributing to the response data. This caused additional CPU overhead for every request.
- The redundant computation block was removed while keeping the database query and response logic unchanged.
- Removing unnecessary processing reduced execution time per request, improving response time and overall performance under load.

```
@app.get("/my-events", response_class=HTMLResponse)
def my_events(request: Request, user: str):
    db = get_db()
    rows = db.execute(
        """
        SELECT events.name, events.fee
        FROM events
        JOIN registrations ON events.id = registrations.event_id
        WHERE registrations.username=?"""
        ,
        (user,)
    ).fetchall()

    # dummy = 0
    # for _ in range(1500000):
    #     dummy += 1

    return templates.TemplateResponse(
        "my_events.html",
        {"request": request, "events": rows, "user": user}
    )
```

## Ss7 after optimisation:

