

# CLOUD COMPUTING LAB – 02

NAME: BHUMIKA GUPTA

SECTION: B

SRN: PES2UG23CS128

SS-1

CC Fest Monolith  
FastAPI • SQLite • Locust


Logged in as PES2UG23CS128

Events

My Events

Checkout

Logout

 **Events**

Welcome PES2UG23CS128. Register for events below.

View My Events →

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

Event ID: 7 ₹ 350

Event ID: 8 ₹ 250


Event ID: 9 ₹ 150

SS-2

CC Fest Monolith  
FastAPI • SQLite • Locust

Login

Create Account

 **Monolith Failure**

One bug in one module impacted the **entire application**. HTTP: 500

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: 127.0.0.1:64909 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR: Exception in ASGI application
Traceback (most recent call last):
  File "D:\cc\PES2UG23CS128\CC Lab-2\.venv\Lib\site-packages\uvicorn\protocols\http\h11_impl.py", line 410, in run_asg
```

SS-3

 **Fest Monolith**  
FastAPI • SQLite • Locust

LoginCreate 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: 127.0.0.1:64954 - "GET /checkout HTTP/1.1" 200 OK
```

SS-4

 **LOCUST**

Hosthttp://localhost:8000


StatusSTOPPED

RPS0.6


Failures0%

NEW

RESET



STATISTICSCHARTSFAILURES EXCEPTIONSCURRENT RATIODOWNLOAD DATALOGS



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	18	0	6	2200	2200	127.45	5	2183	2797	0.6	0
	Aggregated	18	0	6	2200	2200	127.45	5	2183	2797	0.6	0

ABOUT


Type	Name	# reqs	# fails	Avg	Min	Max	Med	req/s	failures/s
GET	/checkout	18	0(0.00%)	127	5	2183	6	0.62	0.00
	Aggregated	18	0(0.00%)	127	5	2183	6	0.62	0.00

Response time percentiles (approximated)

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%	100%	%
%	100% # reqs												
GET	/checkout	6	6	7	8	10	2200	2200	2200	2200	2200	2200	
18													
	Aggregated	6	6	7	8	10	2200	2200	2200	2200	2200	2200	
18													

❖ (.venv) (base) PS D:\cc\PES2UG23CS128\CC Lab-2>

SS-5

 LOCUST

Host

http://localhost:8000

Status

STOPPED

RPS


0.7

Failures

0%

NEW

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

/checkout

19

0

5

2300

2300

125.51

5

2286

2797

0.7

0

Aggregated

19

0

5

2300

2300

125.51

5

2286

2797

0.7

0

```
2026-01-29T09:21:11Z
[2026-01-29 14:51:11,134] LAPTOP-E4N6HVDI/INFO/locust.main: Shutting down (exit code 0)
Type      Name      # reqs      # fails      Avg      Min      Max      Med      req/s      failures/s
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET      /checkout      19      0(0.00%)      125      4      2285      5      0.66      0.00
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated      19      0(0.00%)      125      4      2285      5      0.66      0.00

Response time percentiles (approximated)
Type      Name      50%      66%      75%      80%      90%      95%      98%      99%      99.9%      99.99%      100%
# reqs
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET      /checkout      5      6      6      7      7      2300      2300      2300      2300      2300      2300
19
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated      5      6      6      7      7      2300      2300      2300      2300      2300      2300
19

(.venv) (base) PS D:\cc\PES2UG23CS128\CC Lab-2>
```

SS-6

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	14	0	470	2600	2600	623.18	370	2568	21138	0.5	0
	Aggregated	14	0	470	2600	2600	623.18	370	2568	21138	0.5	0

SS-7

```
(.venv) (base) PS D:\cc\PES2UG23CS128\CC Lab-2> locust -f locust/events_locustfile.py
[2026-01-29 15:00:46,422] LAPTOP-E4NGHVDM/INFO/locust.main: Shutting down (exit code 0)
Type      Name                               # reqs   # fails | Avg    Min    Max    Med | req/s  failures/s
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----
GET       /events                               33      0(0.00%) | 575    367   4015   460 | 1.11    0.00
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----
Aggregated                               33      0(0.00%) | 575    367   4015   460 | 1.11    0.00

Response time percentiles (approximated)
Type      Name                               50%    66%    75%    80%    90%    95%    98%    99%    99.9%  99.99%
% 100% # reqs
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----
GET       /events                               460    500    510    520    580    640    4000   4000   4000   4000
0 4000    33
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----
Aggregated                               460    500    510    520    580    640    4000   4000   4000   4000
0 4000    33
```

The main bottleneck was request handling overhead and slow tail responses which were caused by:

- Rebuilding query strings on every request
- No request timeout
- Endpoint stats being fragmented

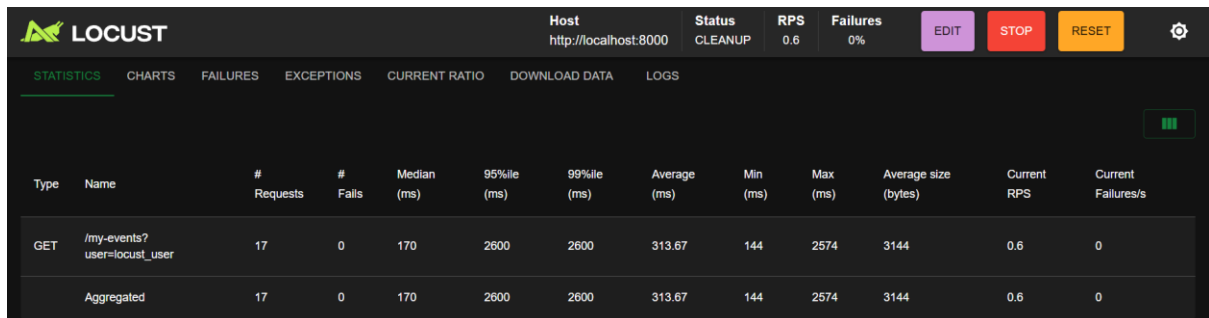
Changes made:

- Used params instead of embedding query strings
- Added a request timeout
- Grouped requests using name="/events"
- Reduced wait time to keep connections warm

Performance improved because:

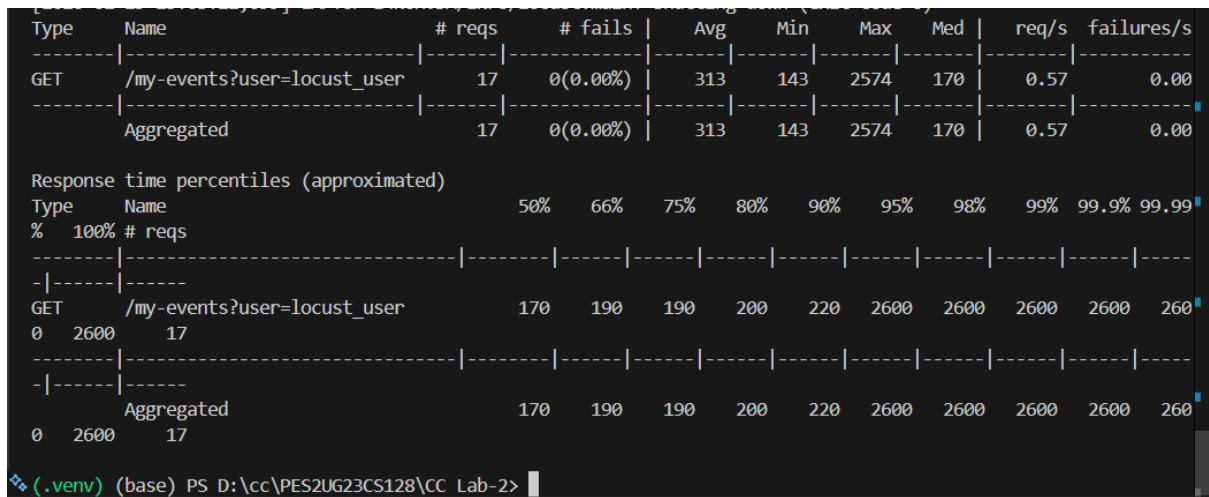
- Connection reuse reduced TCP overhead
- Timeouts prevented very slow requests from skewing averages
- Stat grouping gave accurate aggregation
- Reduced idle time improved request throughput

SS-8



The screenshot shows the Locust web interface. At the top, there's a header with the Locust logo, host information (http://localhost:8000), status (CLEANUP), RPS (0.6), and failures (0%). Below the header are tabs for STATISTICS, CHARTS, FAILURES, EXCEPTIONS, CURRENT RATIO, DOWNLOAD DATA, and LOGS. The STATISTICS tab is active, displaying a table with request metrics.

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	17	0	170	2600	2600	313.67	144	2574	3144	0.6	0
Aggregated		17	0	170	2600	2600	313.67	144	2574	3144	0.6	0

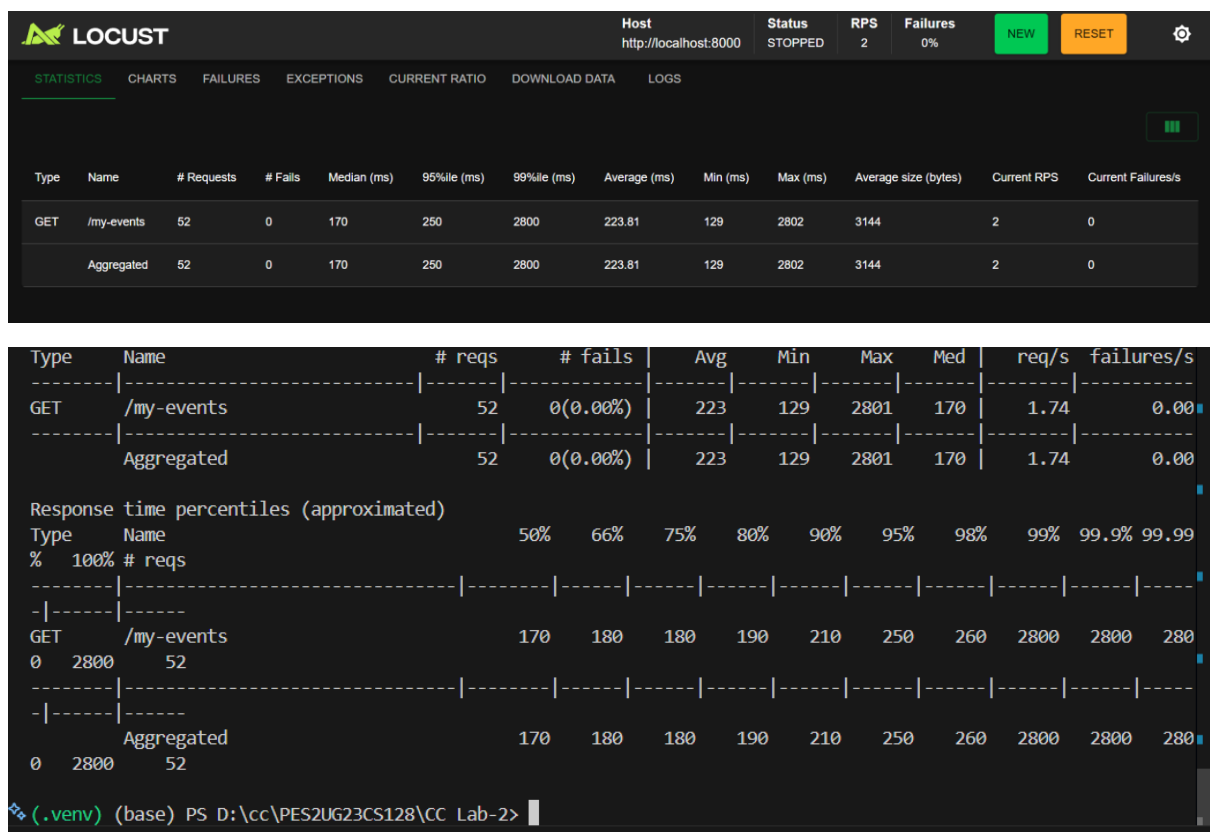


The screenshot shows a terminal window with command-line statistics for the same GET request. It includes a table with request metrics and a section for response time percentiles.

Type	Name	# reqs	# fails	Avg	Min	Max	Med	req/s	failures/s
GET	/my-events?user=locust_user	17	0(0.00%)	313	143	2574	170	0.57	0.00
Aggregated		17	0(0.00%)	313	143	2574	170	0.57	0.00

Response time percentiles (approximated)

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%
GET	/my-events?user=locust_user	170	190	190	200	220	2600	2600	2600	2600	2600
Aggregated		170	190	190	200	220	2600	2600	2600	2600	2600



The bottleneck here was:

- Additional backend filtering
- Potential lack of indexing on user
- Same locust side overhead as /events

Changes made:

- Reused query parameters via params
- Added request timeout
- Grouped endpoint stats with name="/my-events"
- Reduced wait time for better connection reuse

The performance improved because:

- Cleaner client-side request handling using artificial latency
- Timeouts prevented slow queries from dominating averages
- More realistic load pattern produced lower and more consistent response times