Time per Vessel

Number of Vessels

Time (seconds)
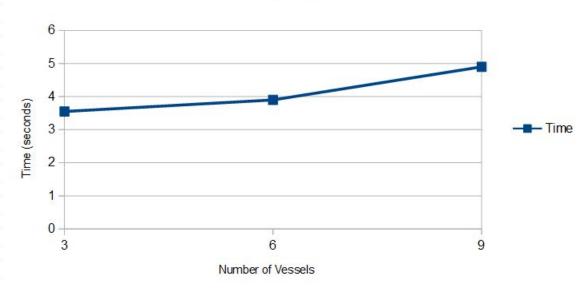
Time

Note: We started monitoring when the first message arrived at a vessel and we
stopped monitoring when we received the last message. Then we chose the
vessels with worst time. The script we used to flood our application takes
approximately 3 seconds to finnish running. Something that should be kept in
mind when watching this plot. In this specific test run, all vessels was up and
running. It might be the case that it runs slower if a Vessel goes down etc.