**Comments on Code and AB tests**

1. **Handler:**
   1. All fields which are used by different threads are static (due to concurrency and asynchrony);
   2. Connections counter object must be thread safe, otherwise different threads will changed its value without control
   3. http data were generated inside Java code as well as connection data, without JSPs or DBs usage
2. **Apache Benchmark (it turned out that benchmarking a web server is not so easy thing):**
   1. I’ve enclosed 2-trials of AB test with “/status” page update
   2. 1st trial usually was slower then the next ones (suppose the first request is slower and the next results become faster may be of some cache which speeds up the response)
   3. As you test page (/status) which is changing dynamically you will always have some Length Failures. If you try to test static HTML response, you will gain 0 length failures, and 0 other failures two. (The Length failure occurs when the response length is different from the length of the first good response received.)
   4. To figure out whether your server works fast you should do at least 3-6 test, and use the best result
3. **Thank you! It was quite interesting and challenging project for “junes”.**