

Class: PoolStats

Aggregate stats for a [Pool](#) or [BalancedPool](#).

```
new PoolStats(pool)
```

Arguments:

- **pool** `Pool` - Pool or BalancedPool from which to return stats.

Instance Properties

```
PoolStats.connected
```

Number of open socket connections in this pool.

```
PoolStats.free
```

Number of open socket connections in this pool that do not have an active request.

```
PoolStats.pending
```

Number of pending requests across all clients in this pool.

```
PoolStats.queued
```

Number of queued requests across all clients in this pool.

```
PoolStats.running
```

Number of currently active requests across all clients in this pool.

```
PoolStats.size
```

Number of active, pending, or queued requests across all clients in this pool.