

# **Flood - User Guide**

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# 1 Introduction

- What it is?
- What it is not?

## 1.1 Dependencies

- `lbrowse`
- `Lager`
- `Folsom`
- `JSONx`
- `Jesse`
- `websocket_client`

## 1.2 Use cases

- Pub-Sub channels.
- Chats.
- Other event-based Comet apps.

## **2 Inner workings**

### **2.1 Supported Protocols**

- Socket.IO + websocket/xhr-polling

### **2.2 Simulated Users**

- FSMs
- State transitions

### **2.3 User sessions**

- Session scenarios
- Session inheritance

### **2.4 Flood phases**

- Phase to sessions relation
- Phase goals

## **3 Flood scenarios**

### **3.1 Server setup**

- Host & port & endpoint.

### **3.2 Phases setup**

- Timing phases
- Users setup
- Goals setup

### **3.3 User session setup**

#### **3.3.1 Session inheritance**

- Single inheritance ordering.
- Multiple inheritance ordering.
- Why so OOP?

#### **3.3.2 Available actions**

- Action - arguments - effects - examples list

#### **3.3.3 Timers & Counters**

- Starting/stopping/restarting timers
- Managing counters

### **3.4 Metadata**

- Metadata ordering
- Introducing new metadata
- JSON \$substitutions

## **4 Flood results**

### **4.1 Results format**

- JSON structure
- Counters
- Timers
- Available statistics

### **4.2 Goal schemas**

- JSON Schema structure
- Testing intervals
- Reaching goals
- Goal timeouts

### **4.3 Continuous Integration integration**

- Running Flood automagically