CC LAB-02

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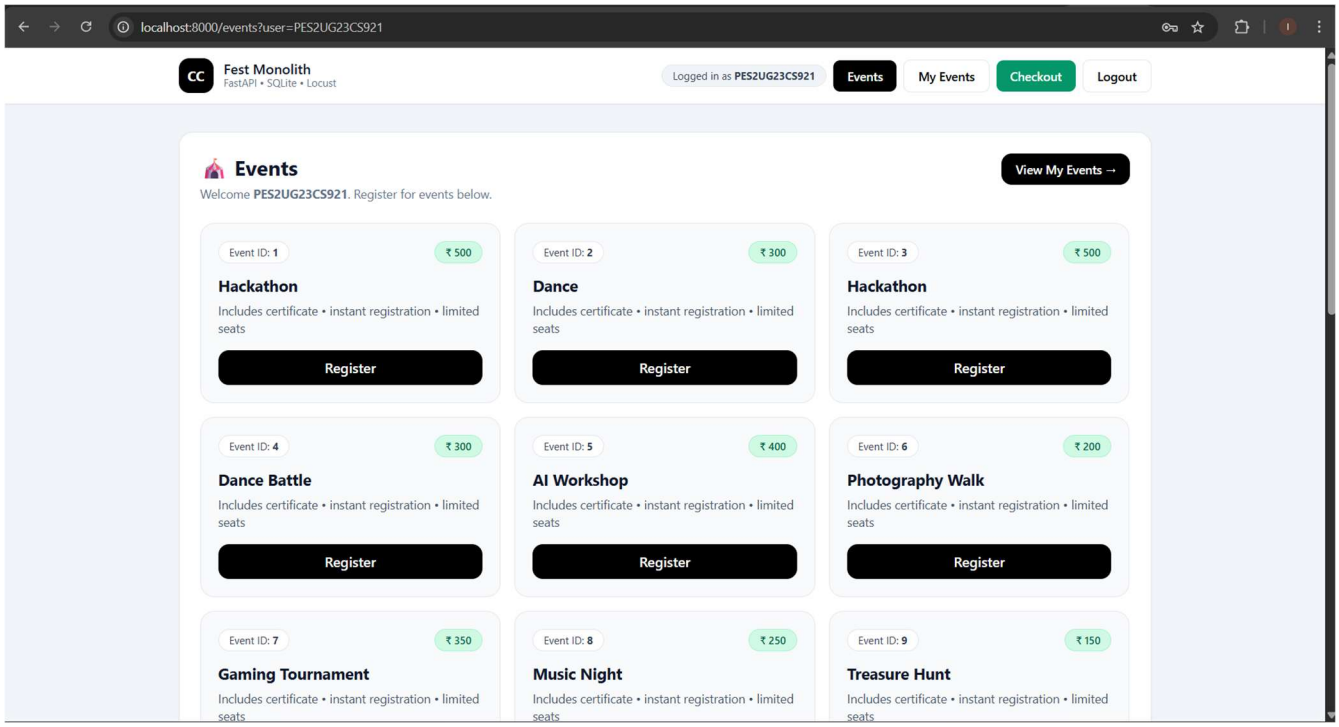
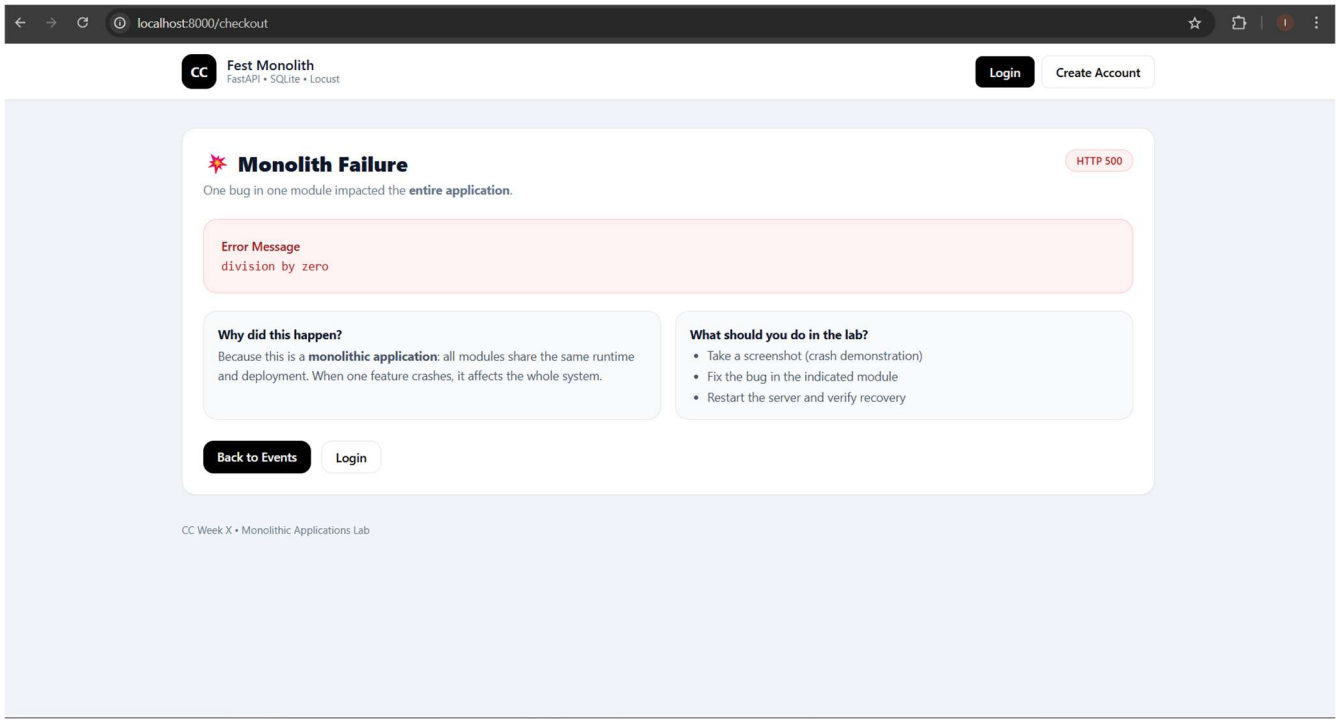
SS1

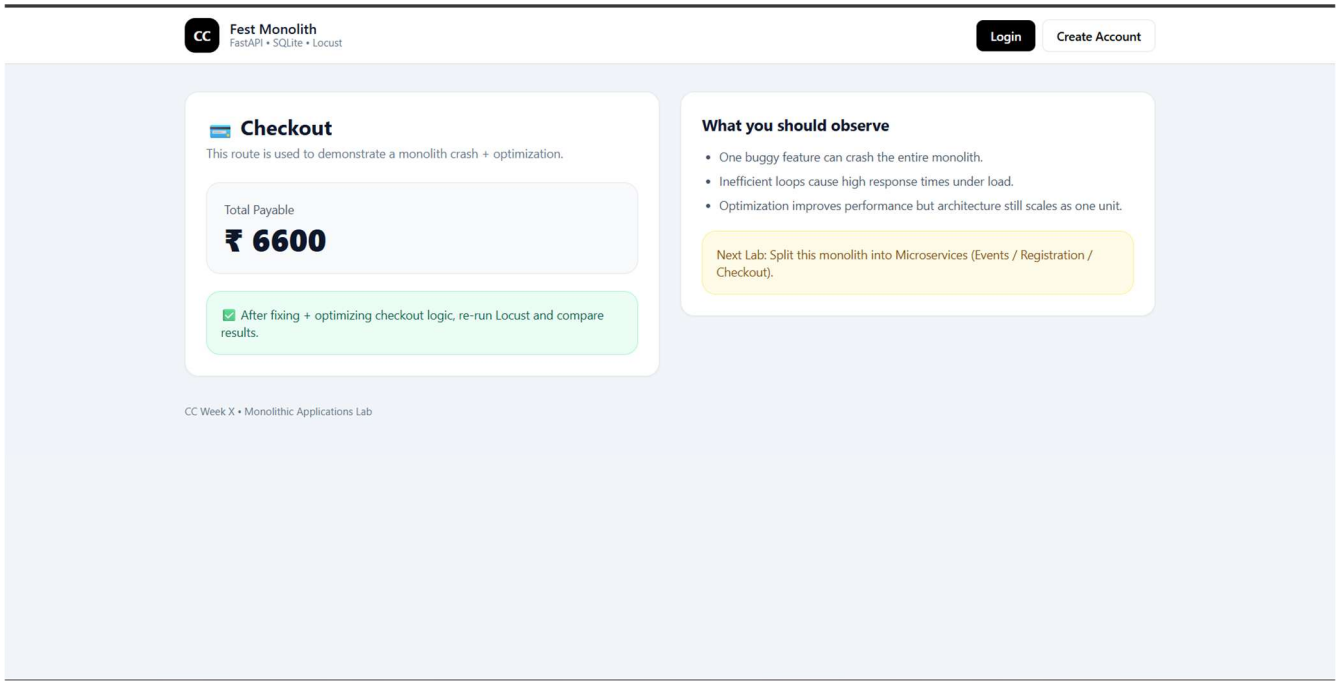


SS2


localhost:8000/checkout
CC
Fest Monolith
FastAPI • SQLite • Locust
Login
Create Account
Monolith Failure
HTTP 500
One bug in one module impacted the entire application.
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: 127.0.0.1:52323 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR: Exception in ASGI application

SS3

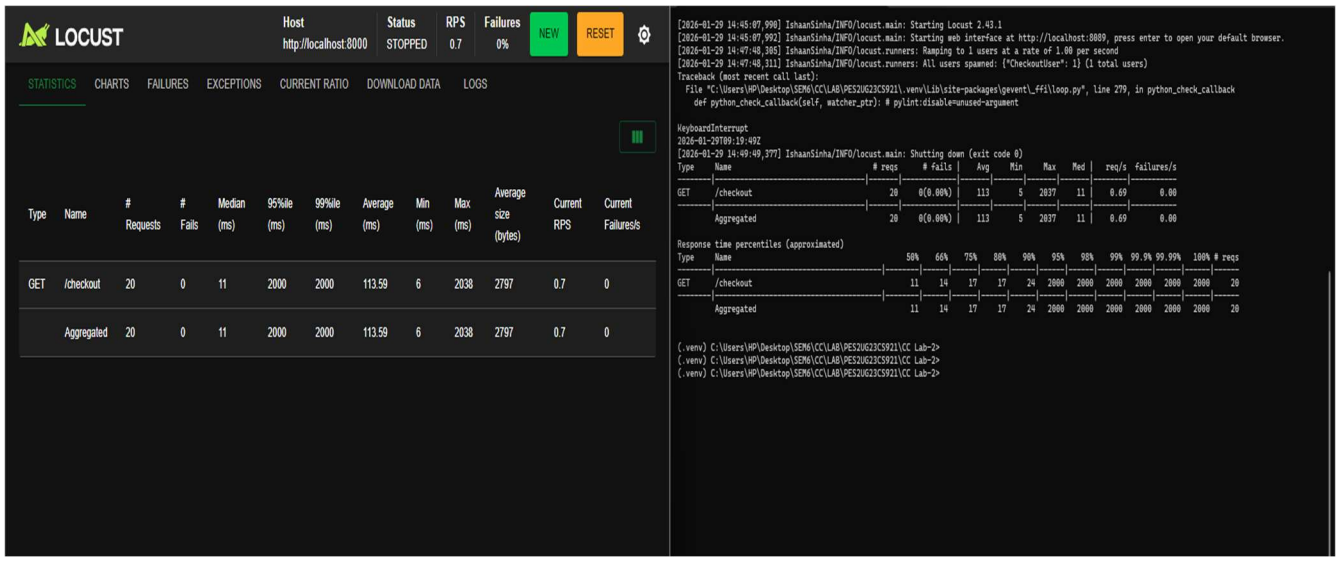

CC
Fest Monolith
FastAPI • SQLite • Locust
Login
Create Account
Checkout
This route is used to demonstrate a monolith crash + optimization.
Total Payable
₹ 6600
After fixing + optimizing checkout logic, re-run Locust and compare results.
What you should observe
One buggy feature can crash the entire 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: 127.0.0.1:49317 - "GET /checkout HTTP/1.1" 200 OK

SS4

locust -f locust/checkout_locustfile.py

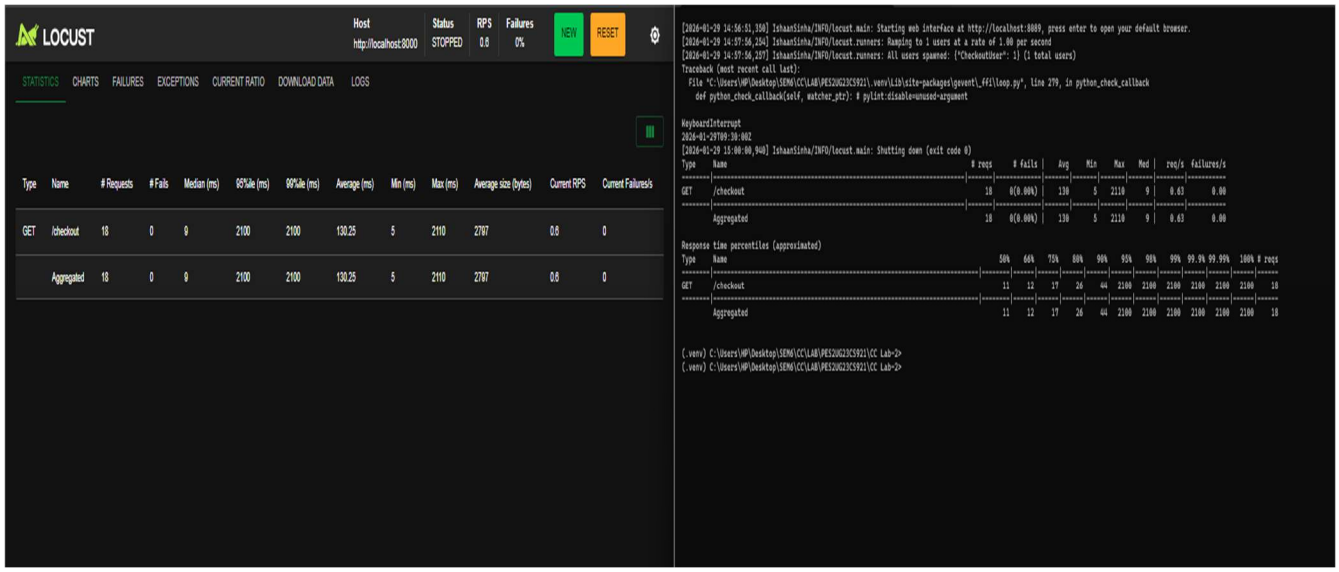
Before



SS5

locust -f locust/checkout_locustfile.py

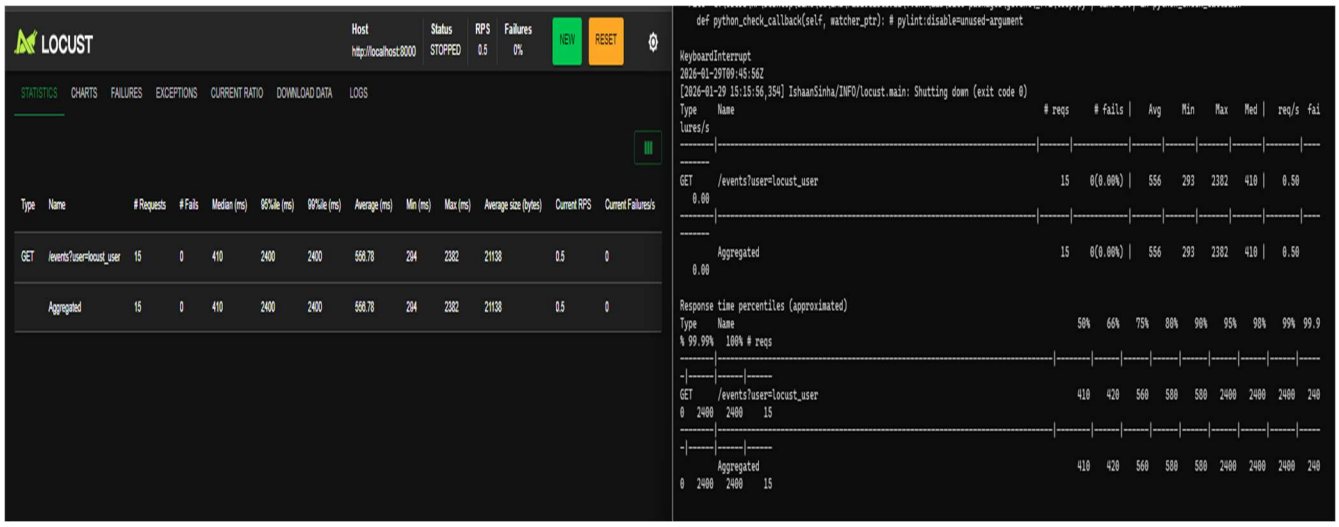
After



SS6

locust -f locust/events_locustfile.py

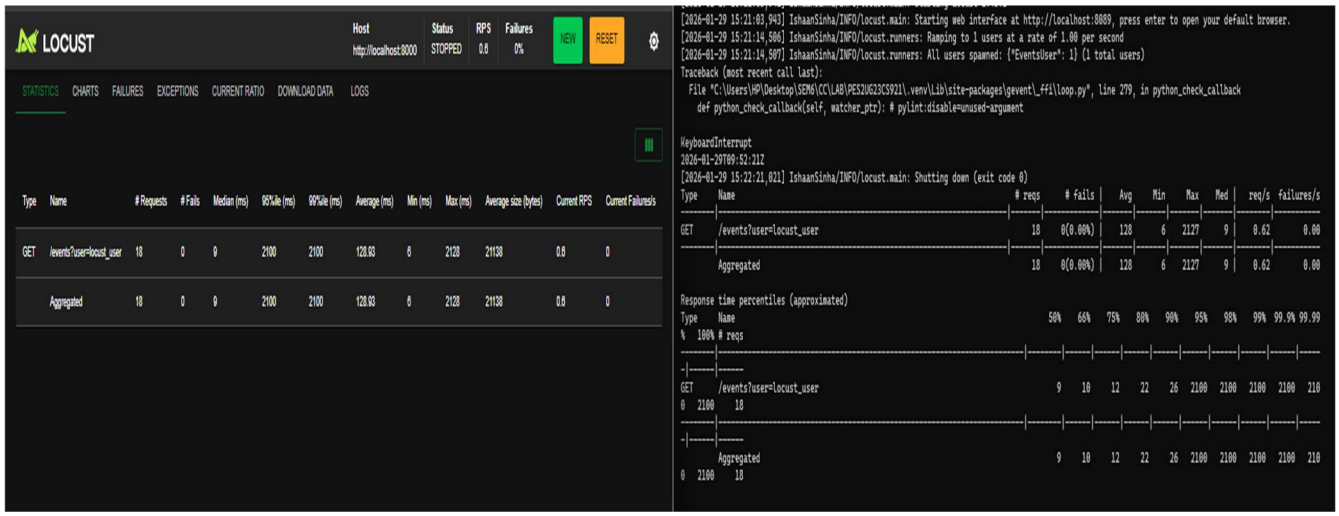
Before



SS7

locust -f locust/events_locustfile.py

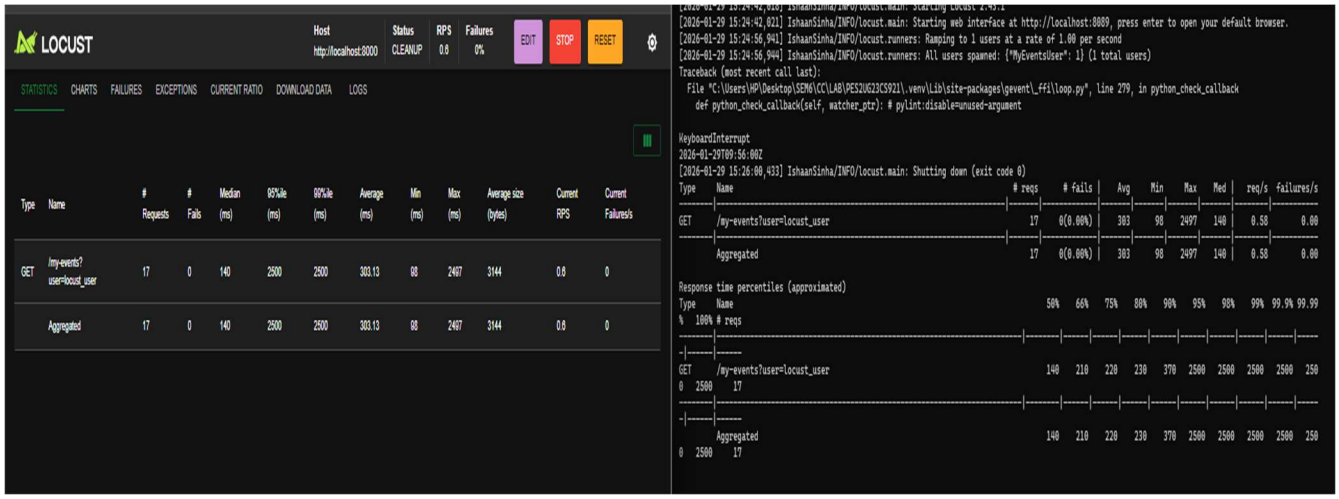
After



SS8

locust -f locust/myevents_locustfile.py

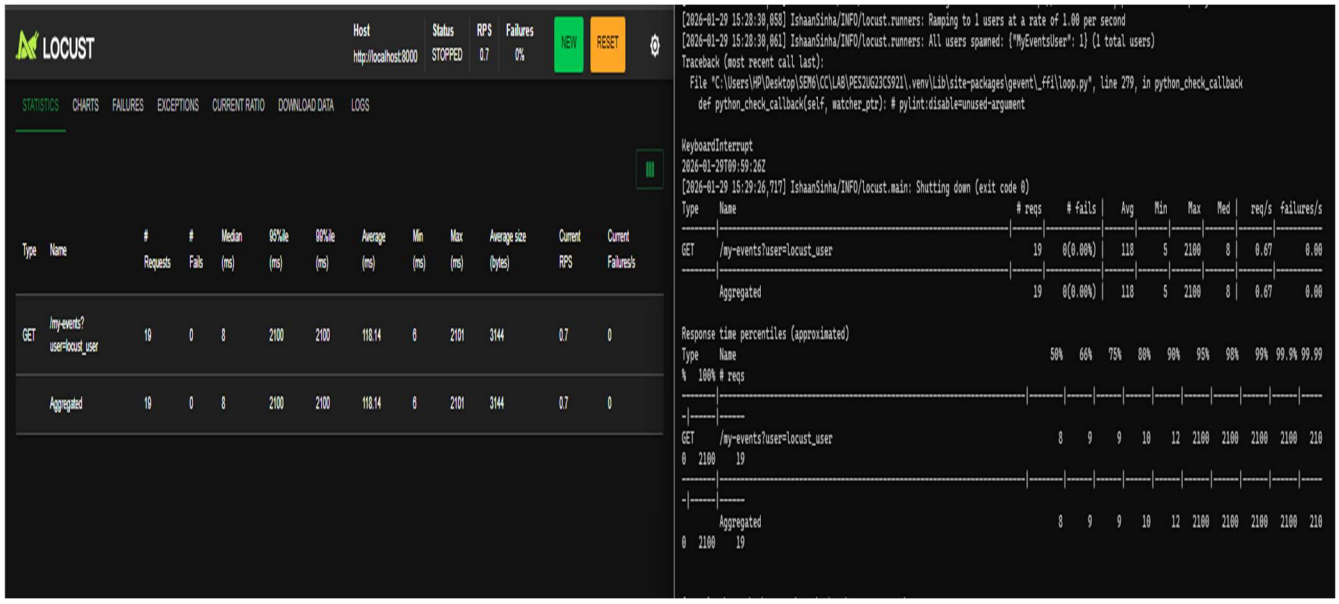
Before



SS9

locust -f locust/myevents_locustfile.py

After



1. Route 1 : /events
    1. What was the bottleneck?
    In this route the code had an unnecessary loop which was cpu-intensive and had an unoptimized sql query (select*) which caused high response time and low throughput.

    2. What change did you make?
    Removed the unnecessary loop and optimized the sql query to fetch only required columns.

    3. Why did the performance improve?
    Eliminating loop reduced the cpu work and reducing database load , decreasing the execution time per request, allowing the server to handle more concurrent users efficiently.

2. Route 2 : /my-events

    1. What was the bottleneck?
    The my-events route had a delay due to a large dummy loop and a slow user-specific database access which did not had indexing.
    2. What change did you make?
    Removed the dummy loop and optimized the JOIN query, and added indexes on user-related columns in the registrations table.
    3. Why did the performance improve?
    Optimized queries and proper indexing reduced the query execution time which resulted in faster responses and improved scalability under multiple concurrent requests.

GitHub Repository :

https://github.com/IshaanSinha15/Fest-Monolith