

# CC LAB 2

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SS1:

The screenshot shows a web browser window for the 'Fest Monolith' application at [localhost:8000/events?user=PES2UG23CS923](http://localhost:8000/events?user=PES2UG23CS923). The page displays a grid of nine event cards. Each card includes an event ID, price, name, a brief description, and a 'Register' button.

Event ID	Price	Event Name	Description	Action
1	₹ 500	Hackathon	Includes certificate • instant registration • limited seats	Register
2	₹ 300	Dance	Includes certificate • instant registration • limited seats	Register
3	₹ 500	Hackathon	Includes certificate • instant registration • limited seats	Register
4	₹ 300	Dance Battle	Includes certificate • instant registration • limited seats	Register
5	₹ 400	AI Workshop	Includes certificate • instant registration • limited seats	Register
6	₹ 200	Photography Walk	Includes certificate • instant registration • limited seats	Register
7	₹ 350	Gaming Tournament		
8	₹ 250	Music Niaht		
9	₹ 150	Treasure Hunt		

SS2:

The screenshot shows a web browser window for the 'Fest Monolith' application at [localhost:8000/checkout](http://localhost:8000/checkout). The page displays an error message titled 'Monolith Failure' indicating a division by zero bug. It includes sections for the error message, why it happened, and what to do in the lab.

**Monolith Failure**  
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](#)

```
[INFO:     Application startup complete.
[INFO:     127.0.0.1:57440 - "GET /checkout HTTP/1.1" 500 Internal Server Error
[ERROR:    Exception in ASGI application
```

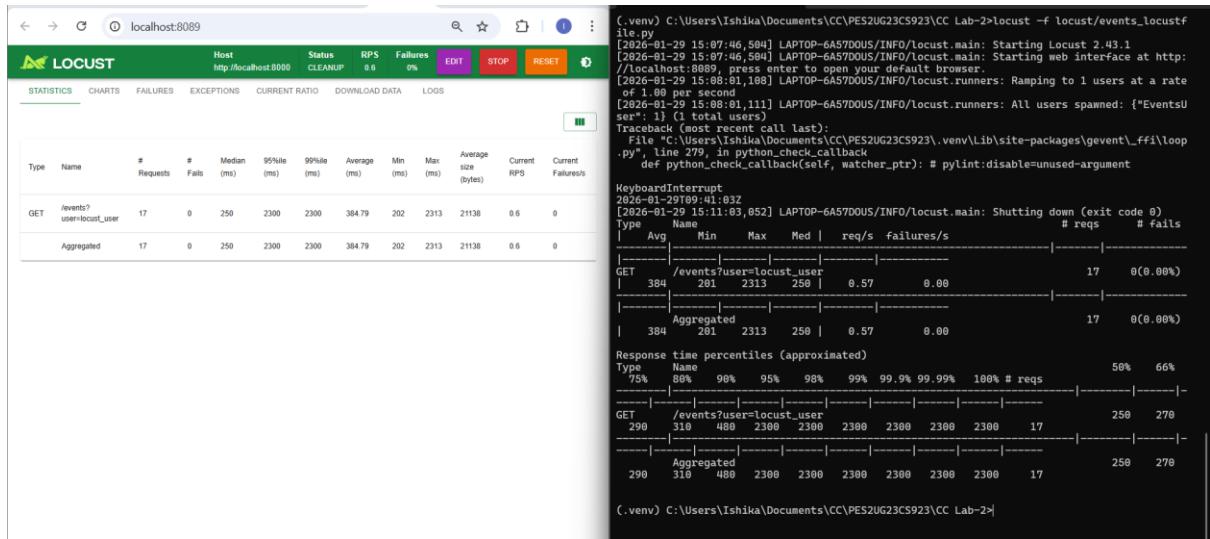
SS3:

```
[INFO:     Application startup complete.
[INFO:     127.0.0.1:64317 - "GET /checkout HTTP/1.1" 200 OK
```

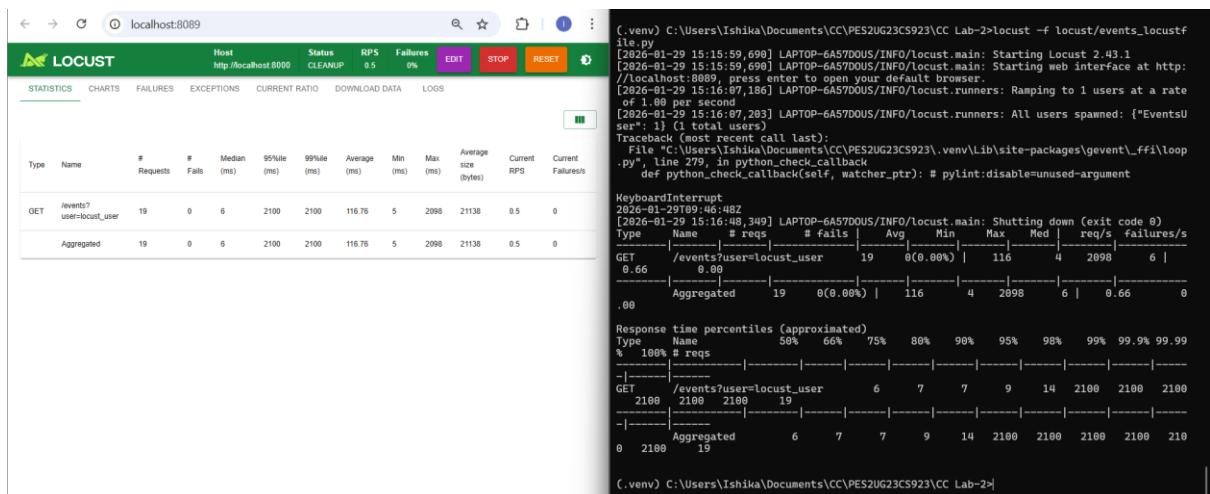
SS4:

SS5:

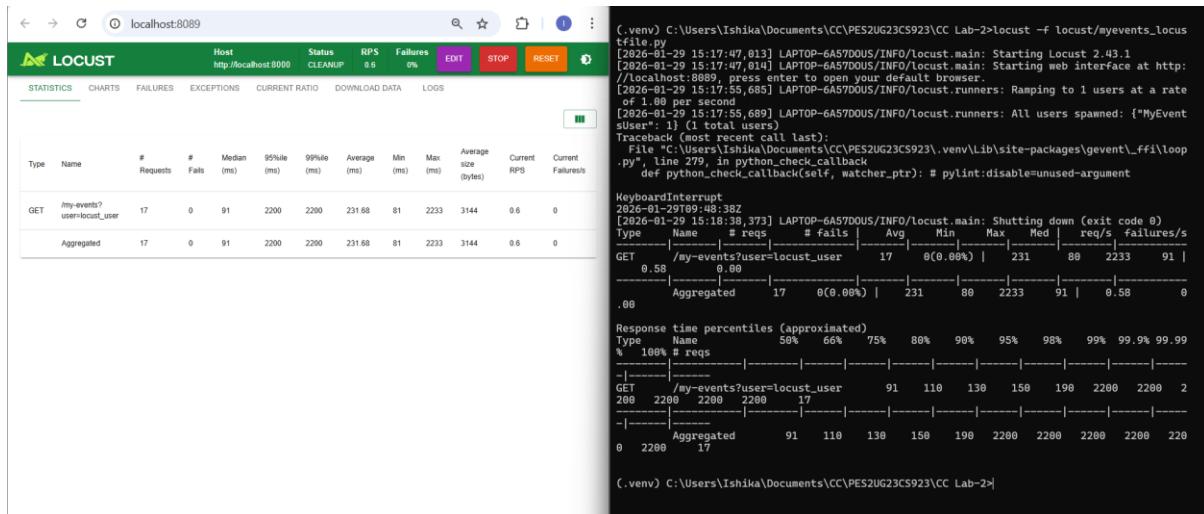
## SS6:



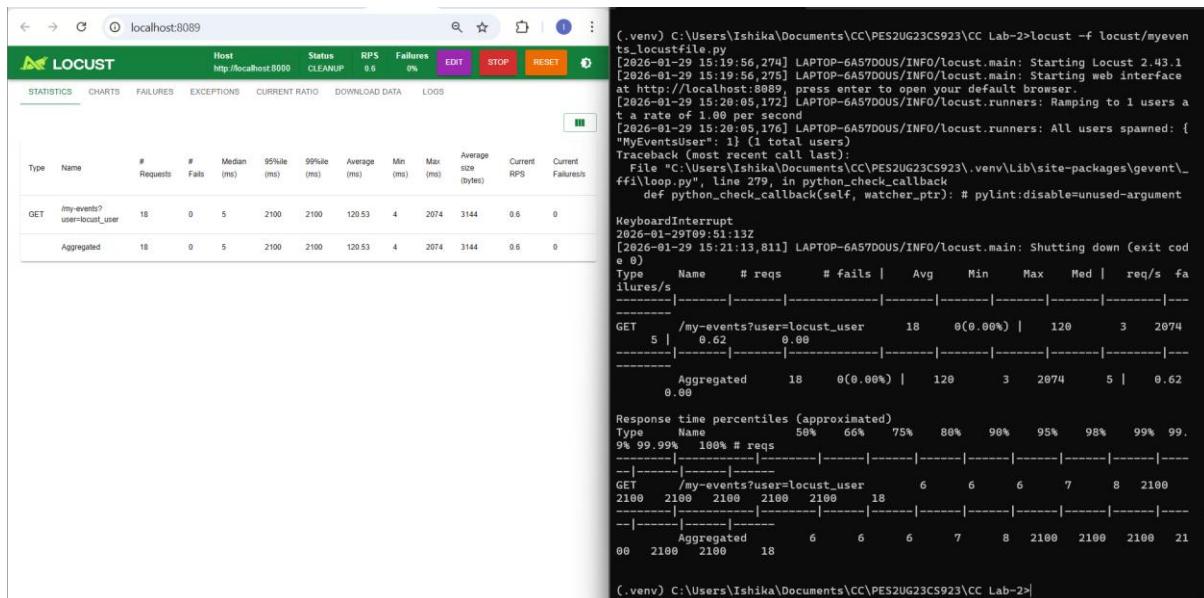
## SS7:



SS8:



SS9:



## PART 7:

**For both routes:**

- What was the bottleneck?
  - What change did you make?
  - Why did the performance improve?

**Answer:**

- 1) Route 1: /events

**Bottleneck:** It was slow because the original code has unnecessary loop that ran excessive amount of time per request wasting the CPU time.

**Changes made:** For optimization, we removed the unnecessary loop for computation.

**Performance improve:** Performance improved because of removal of unnecessary loop made the server process request faster.

- 2) Route 2: /my-events

**Bottleneck:** The route used JOIN query between events and registration and filtered it by username which caused database to scan many rows for every request and made it slower.

**Changes made:** We optimized the code by adding indexes to speed up searching and joining.

**Performance improve:** With indexes the database was able to find required records faster which reduced the response time.

**GitHub Link:** <https://github.com/IshikaRaj1311/Fest-Monolith>