|  |  |  |  |
| --- | --- | --- | --- |
| Domain | Test | Quantity | Time in ms |
| Auth | Register | 10 | 50.8 |
| Auth | Register | 100 | 14.66 |
| Auth | Register | 1000 | 15.342 |
| Auth | Validate | 10 | 28.7 |
| Auth | Validate | 100 | 29.11 |
| Auth | Validate | 1000 | 29.194 |
| Auth | GetId | 10 | 16.5 |
| Auth | GetId | 100 | 17.01 |
| Auth | GetId | 1000 | 17.042 |
| Principal | Currencies | 10 | 51 |
| Principal | Currencies | 100 | 21.23 |
| Principal | Currencies | 1000 | 20.662 |
| Principal | Logs | 10 | 27.5 |
| Principal | Logs | 100 | 28.67 |
| Principal | Logs | 1000 | 28.567 |

Not all end-points tested.

Auth revoke and renew not tested as JWT would expire making it difficult to run repeated tests.

Principal server requests that utilize a 3rd party API not tested as they would result in my access being revoked from using the service, as too many requests would be sent.

Results conclusion:

First test for each domain took longer, the first register and the first currency represent the first domain request. This may be because the same connection made is reused. More requests to the server slightly impacts performance, however at this scale performance is barely effected. Simply inserting information into the database also appears to take less time than requests that retrieve information from the database, as the register methods always take less time than the GetId methods. From repeated testing you could conclude that the response time to each endpoint will vary greatly and will depend on the workload of the server at the time.