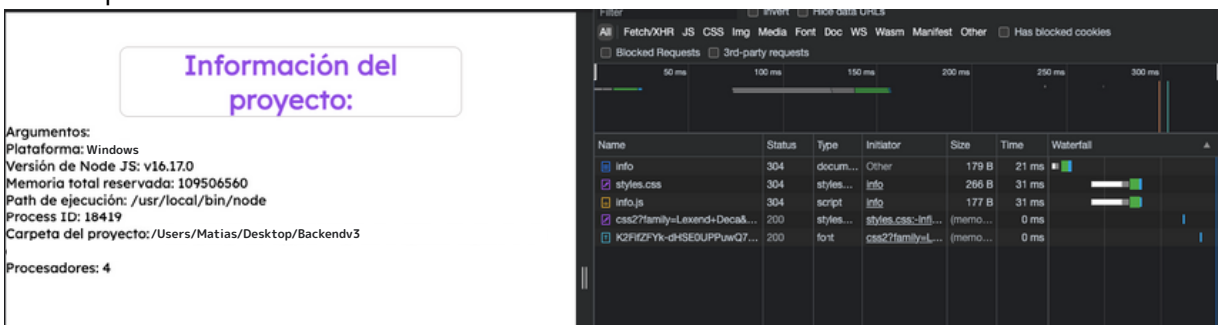
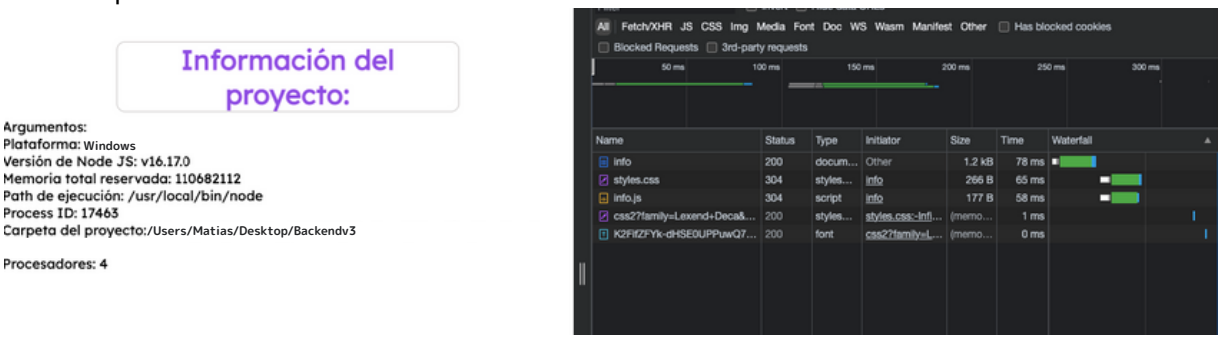
RESULTADOS DE TESTS.

1. Ruta /info con y sin compresión de Gzip:

Sin compresión 179B



Con compresión 1.2kB



Conclusión:

- Tamaño significativamente menor utilizando compress y menor tiempo de carga.

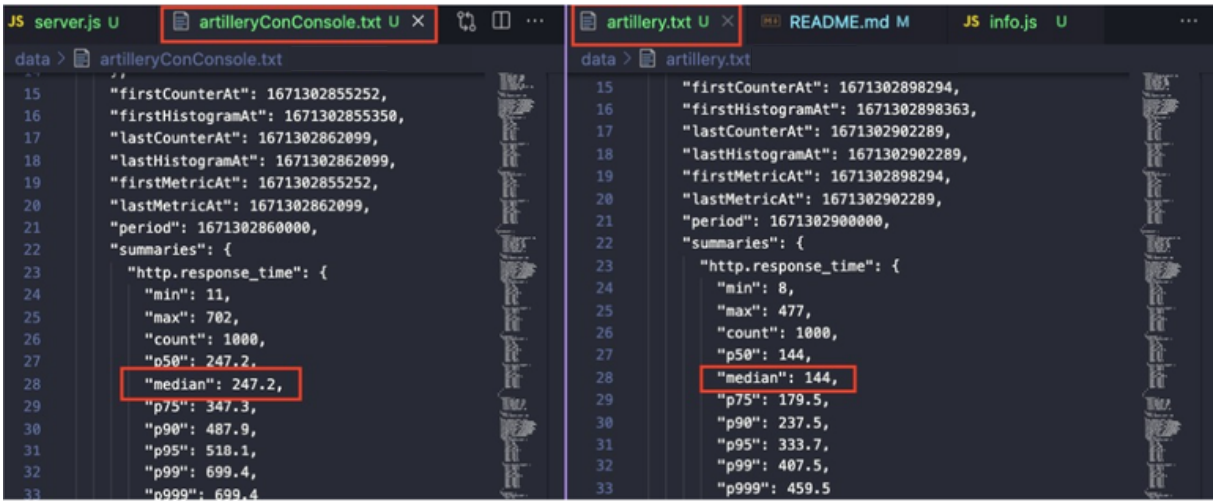
2. Artillery

Sin console.log:

```
artillery quick \
--count 50 \
--num 20 \
http://localhost:8080/info \
--output ./data/artillery.txt
```

Con console.log:

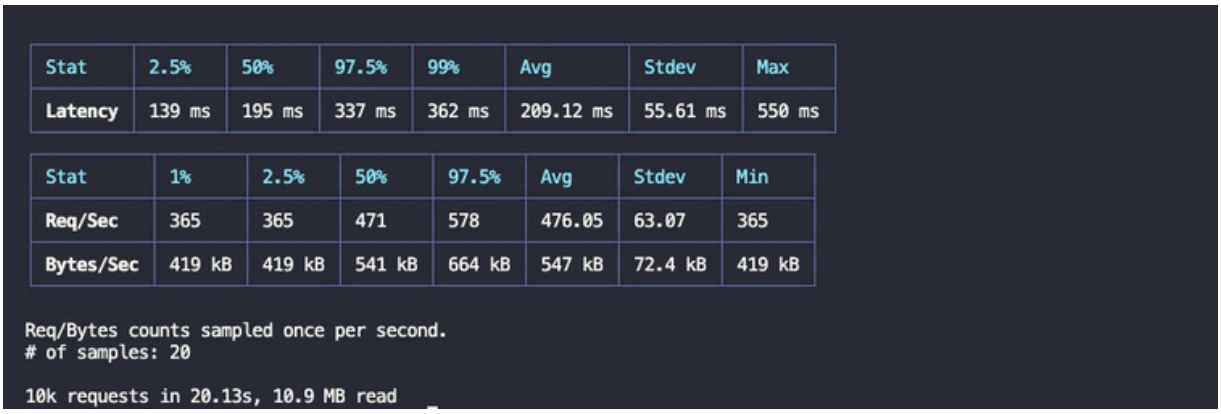
```
artillery quick \
--count 50 \
--num 20 \
http://localhost:8080/info \
--output ./data/artilleryConConsole.txt
```



Conclusión:
- Con console.log el tiempo de respuesta y carga del servidor es mayor.

3. Autocannon

Sin console.log:



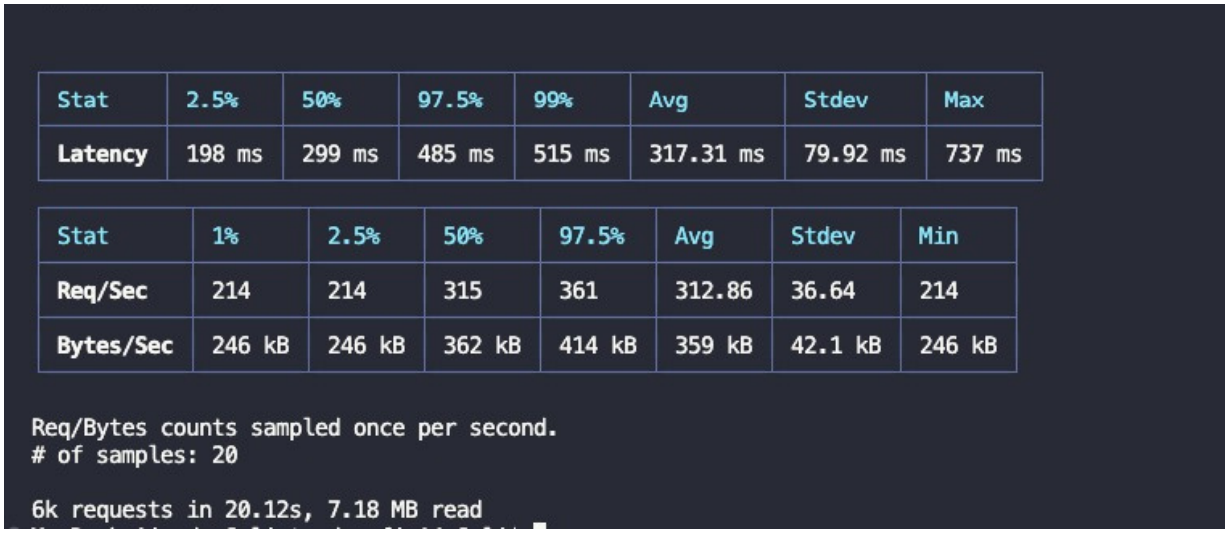
Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	139 ms	195 ms	337 ms	362 ms	209.12 ms	55.61 ms	550 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	365	365	471	578	476.05	63.07	365
Bytes/Sec	419 kB	419 kB	541 kB	664 kB	547 kB	72.4 kB	419 kB

Req/Bytes counts sampled once per second.
# of samples: 20

10k requests in 20.13s, 10.9 MB read

Con console.log:



Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	198 ms	299 ms	485 ms	515 ms	317.31 ms	79.92 ms	737 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	214	214	315	361	312.86	36.64	214
Bytes/Sec	246 kB	246 kB	362 kB	414 kB	359 kB	42.1 kB	246 kB

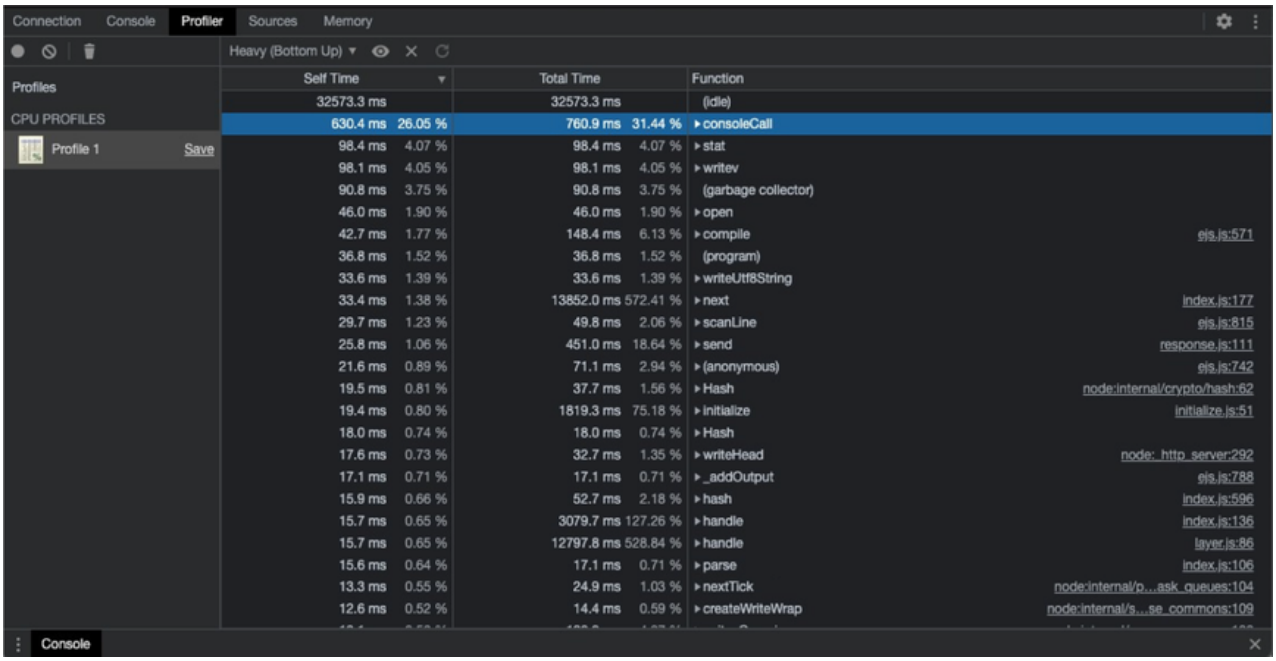
```
Req/Bytes counts sampled once per second.
# of samples: 20

6k requests in 20.12s, 7.18 MB read
```

Conclusión: sin console.log es más rápida la respuesta (10k requests in 20.13s vs. 6k requests in 20.12s)

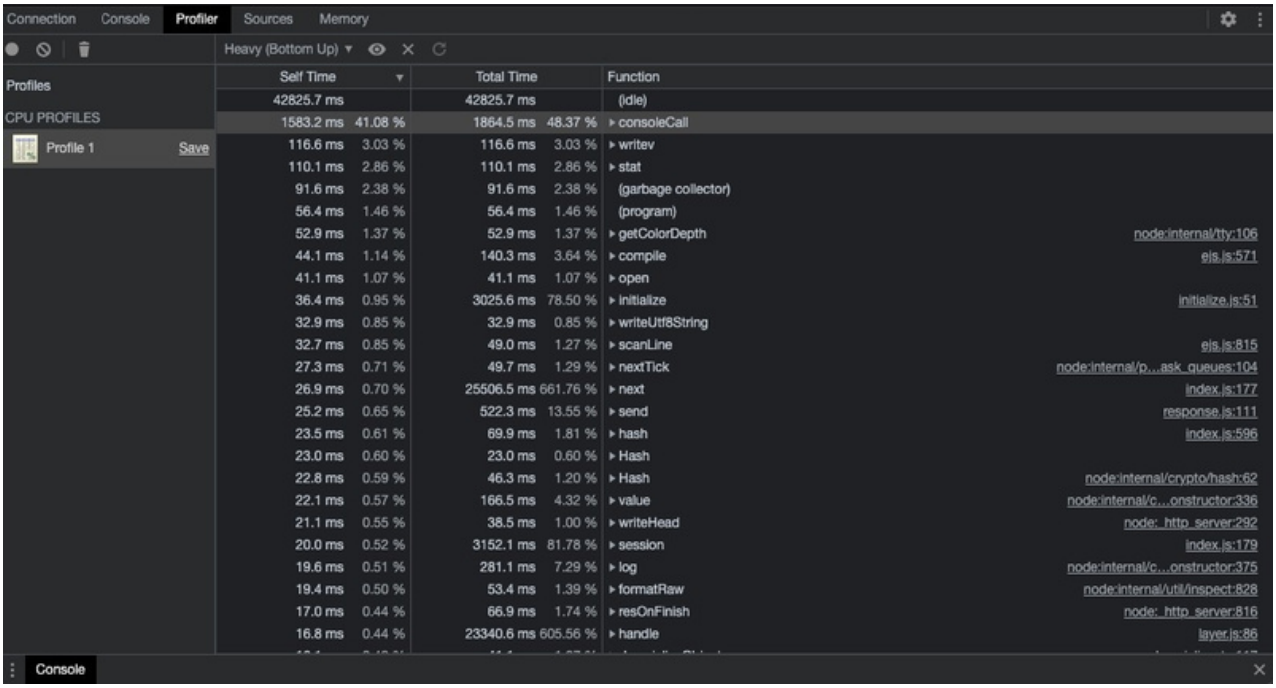
4. Node inspect

C:\Users\Matias\Desktop\Backend-v3> node --inspect server.js
Debugger listening on ws://127.0.0.1:9229/3cb31aaf-4125-437e-85ae-2248908089aa
For help, see: https://nodejs.org/en/docs/inspector
Servidor http escuchando en el puerto 8080 en modo FORK
Debugger attached.

Sin console.log, procesos menos performantes:



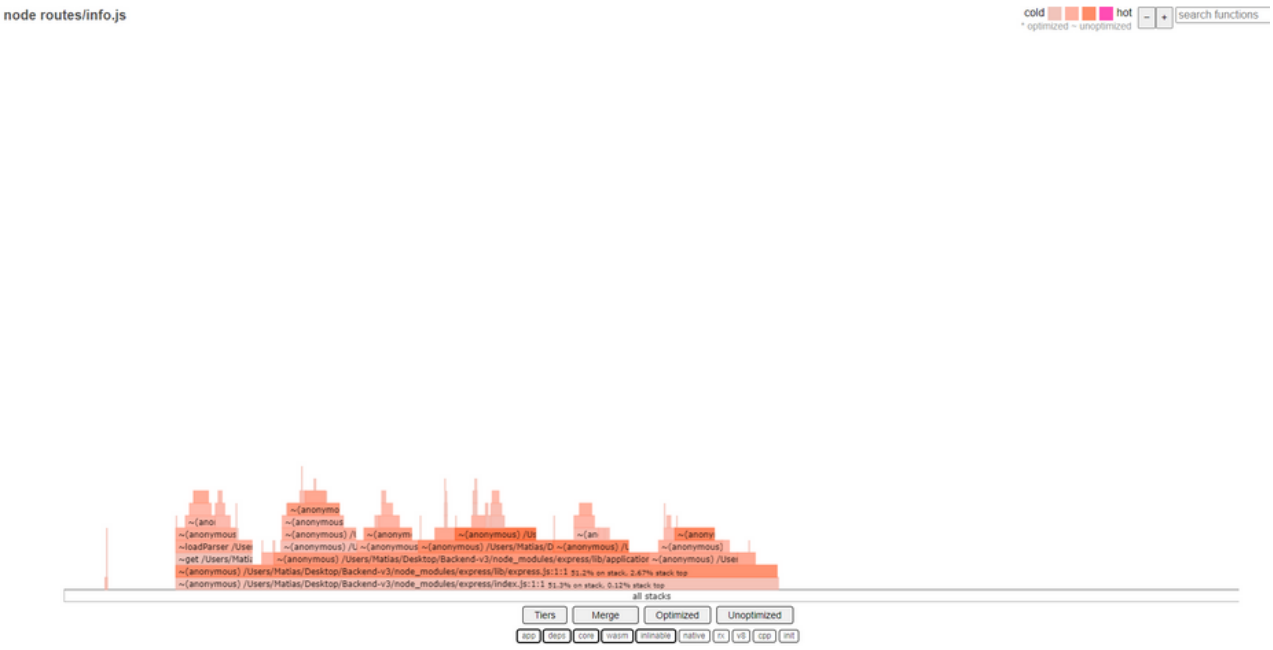
Con console.log, procesos menos performantes:



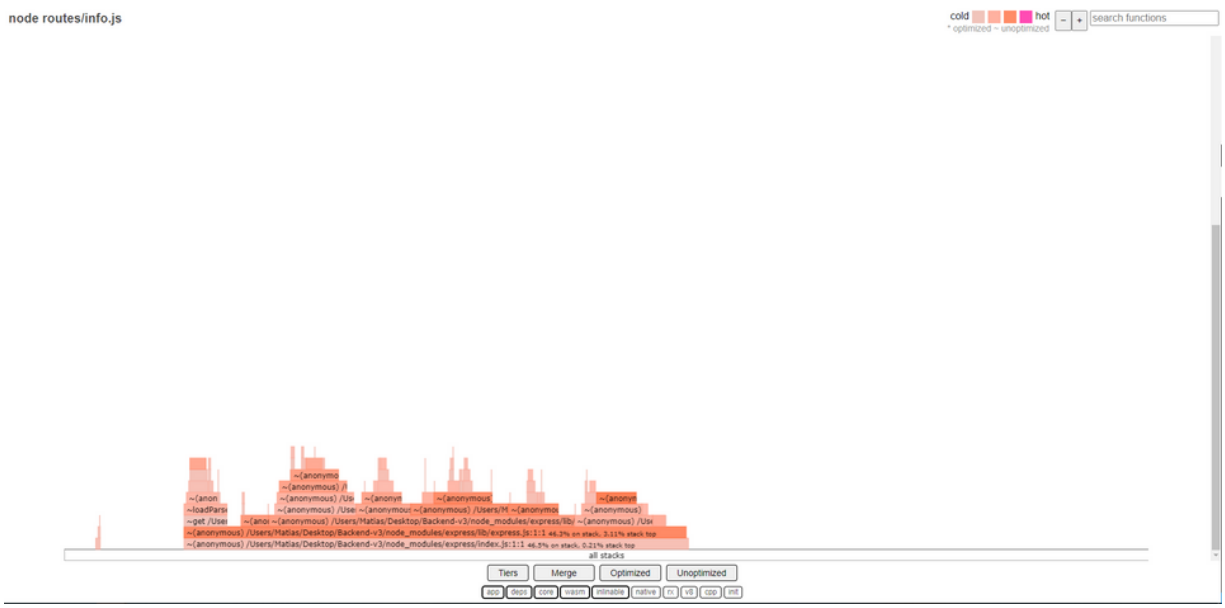
5. Diagrama de Flama 0x en la ruta routes/info:

Sin console.log

Carpeta 16037.0x dentro de data



Con console.log



Conclusión general:

- Si bien no es mucha la diferencia porque la información no es muy extensa, en todos los casos

la respuesta fue más rápida sin el console.log y el esfuerzo del servidor fue menor.