

После запуска go run main.go появляются логи в консоли о запуске сервера и работе клиентов

The screenshot shows a Visual Studio Code interface with a Go project open. The left sidebar displays the file structure:

- Project: Go
- src/main.go
- src/HW1
- src/HW2
- src/HW3
- src/HW4
- src/HW5
- src/HW6
- src/Project Go
- src/any
- src/gomod
- src/main
- src/main.go
- src/WTFtype1
- src/WTFtype2
- src/WTFtype3
- src/WTFtype4
- src/WTFtype5
- src/WTFtype6
- src/WTFtype7

The main editor window contains the code for `main.go`:

```
package main

import (
    "encoding/json"
    "fmt"
    "math/rand"
    "net/http"
    "os"
    "sync"
    "time"
)

// github.com/joho/godotenv

const (
    Client1 = "client1"
    Client2 = "client2"
    Client3 = "client3"
)

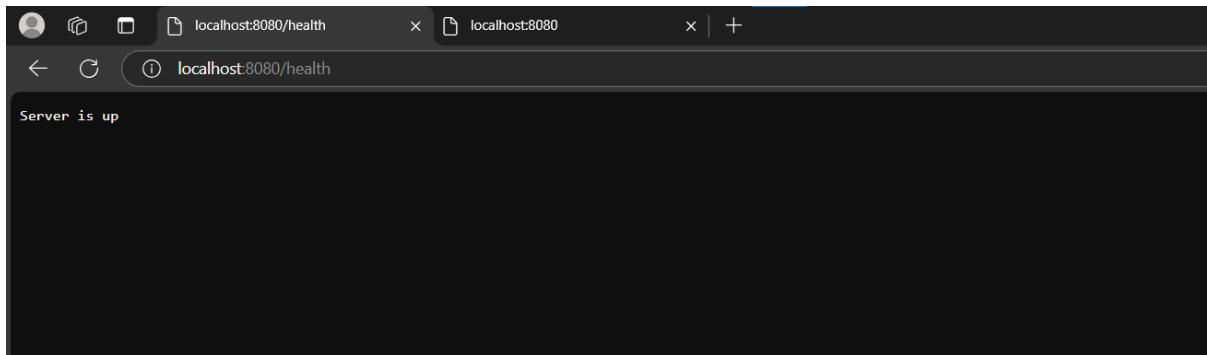
// ClientStats stores counters by status-code for each client
type ClientStats struct {
    StatusCount map[int]int `json:"status_count"`
}

// GlobalStats stores statistics across all clients
type GlobalStats struct {
    StatusCount map[int]int `json:"status_count"`
}
```

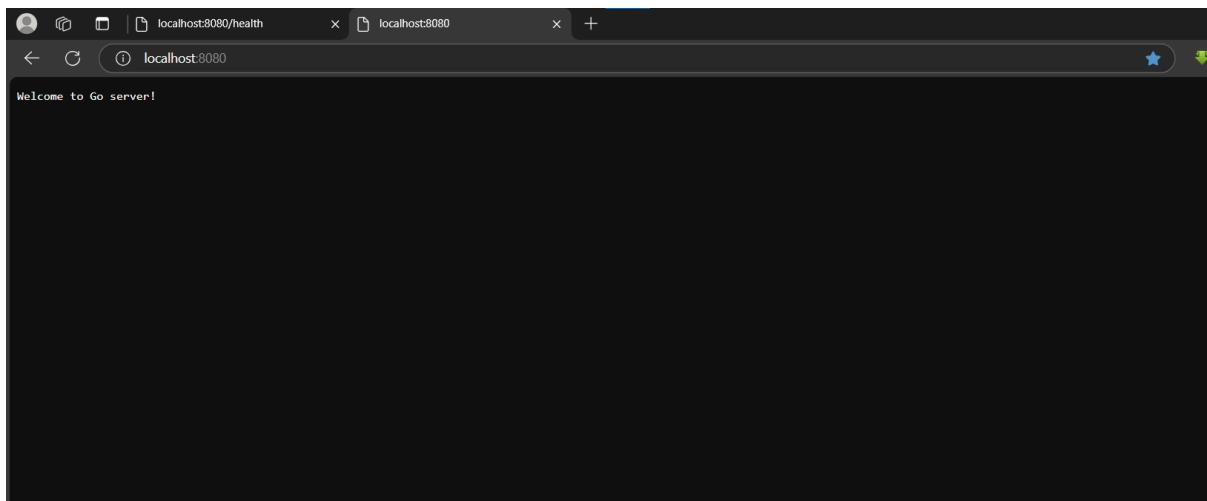
The bottom right corner shows a terminal window with the output of a command:

```
P8 C:\Users\groshe\OneDrive\Go\Project_Go> go run main.go
2020/02/02 20:31:02 [client1] starting client with 100 requests total...
2020/02/02 20:31:02 [client1] starting client with 100 requests total...
2020/02/02 20:31:02 [client1] starting client with 100 requests total...
2020/02/02 20:31:02 [client1] Server is OK (status=200)
2020/02/02 20:31:02 [client1] Server is OK (status=200)
2020/02/02 20:31:02 [client1] finished sending 100 requests.
2020/02/02 20:31:02 [client2] Server is OK (status=200)
2020/02/02 20:31:02 [client2] Server is OK (status=200)
2020/02/02 20:31:02 [client2] finished sending 100 requests.
2020/02/02 20:31:02 [client3] Server is OK (status=200)
2020/02/02 20:31:02 [client3] Server is OK (status=200)
2020/02/02 20:31:02 [client3] finished sending 100 requests. You can now GET /stats to see results.
2020/02/02 20:31:02 [client3] Stopping health checker...
```

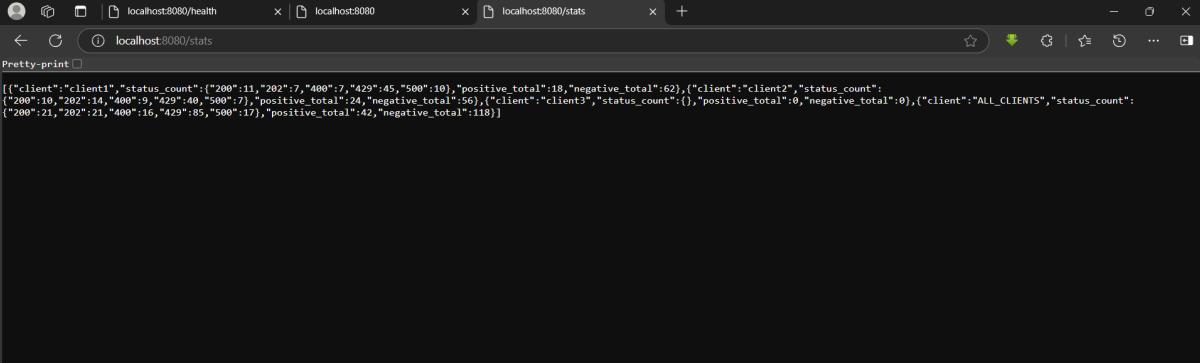
<http://localhost:8080/health> возвращает Server is up



<http://localhost:8080/> возвращает Welcome to Go server!



<http://localhost:8080/stats> получаем JSON отчёт по всем клиентам



```
[{"client": "client1", "status_count": {"\"200\":11, \"202\":7, \"400\":7, \"429\":45, \"500\":10}, "positive_total": 18, "negative_total": 62}, {"client": "client2", "status_count": {"\"200\":10, \"202\":14, \"400\":9, \"429\":40, \"500\":7}, "positive_total": 24, "negative_total": 56}, {"client": "client3", "status_count": {}, "positive_total": 0, "negative_total": 0}, {"client": "ALL_CLIENTS", "status_count": {"\"200\":21, \"202\":21, \"400\":16, \"429\":85, \"500\":17}, "positive_total": 42, "negative_total": 118}]
```

Итого

- Сервер работает на порте, указанном в .env (:8080).

Client1 и Client2 автоматически делают по 100 POST запросов, используя 2 горутины и rate limit 5 req/sec

- Client3 каждые 5 сек проверяет /health
- После ~30 сек отправки, можно GET /stats и увидеть количество положительных/отрицательных ответов
- Сервер тоже ограничен 5 req/sec — если поток запросов превышает, возвращает 429