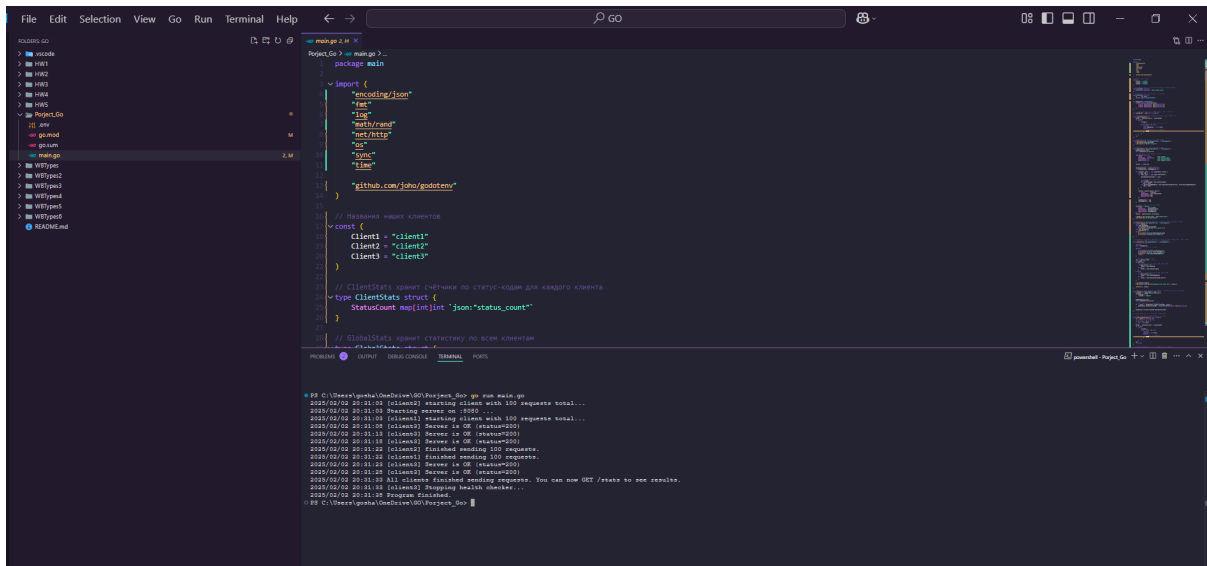


После запуска `go run main.go` появляются логи в консоли о запуске сервера и работе клиентов



```
File Edit Selection View Go Run Terminal Help
Project.Go 2.14 X
package main

import (
    "encoding/json"
    "log"
    "net/http"
    "net/http/httptest"
    "sync"
    "time"
    "github.com/joho/godotenv"
)

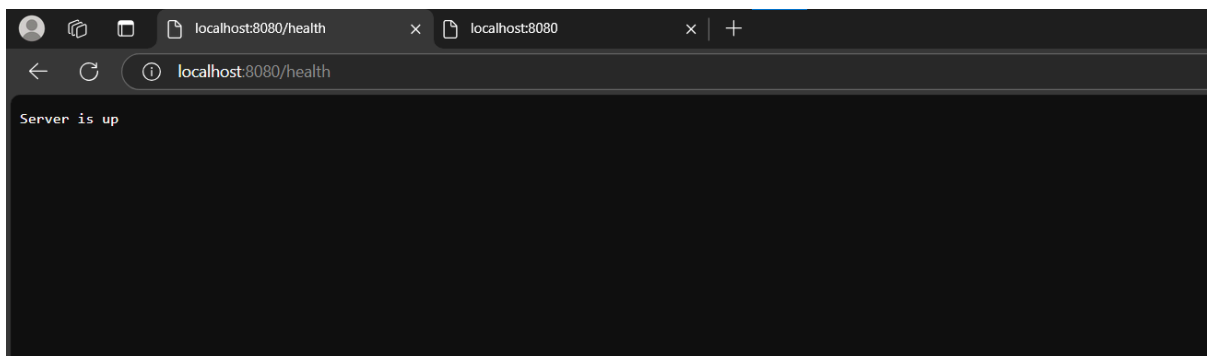
// Настройка переменных окружения
const (
    Client1 = "client1"
    Client2 = "client2"
    Client3 = "client3"
)

// ClientStats хранит статистику по статус-кодам для каждого клиента
type ClientStats struct {
    StatusCount map[int]int `json:"status_count"`
}

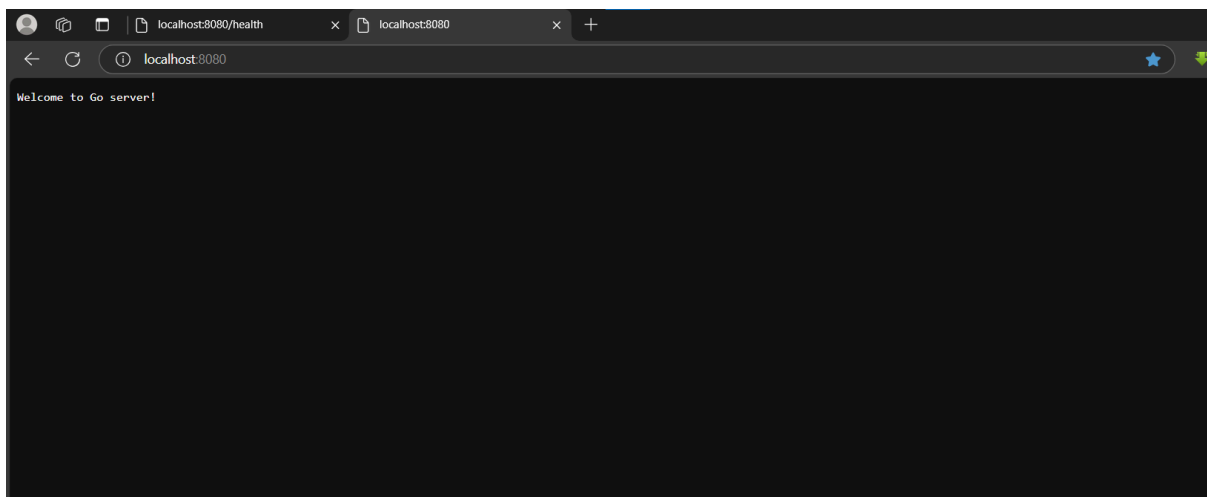
// ClientStats хранит статистику по всем клиентам

# PP C:\Users\pasha\OneDrive\Documents\Project_Go go run main.go
2025/02/02 20:21:08 [client1] Starting client with 100 requests total...
2025/02/02 20:21:08 [client2] Starting client with 100 requests total...
2025/02/02 20:21:08 [client3] Starting client with 100 requests total...
2025/02/02 20:21:08 [client1] Server is OK (status=200)
2025/02/02 20:21:08 [client2] Server is OK (status=200)
2025/02/02 20:21:08 [client3] Server is OK (status=200)
2025/02/02 20:21:08 [client1] Finished sending 100 requests
2025/02/02 20:21:08 [client2] Finished sending 100 requests
2025/02/02 20:21:08 [client3] Finished sending 100 requests
2025/02/02 20:21:08 [client1] Server is OK (status=200)
2025/02/02 20:21:08 [client2] Server is OK (status=200)
2025/02/02 20:21:08 [client3] Server is OK (status=200)
2025/02/02 20:21:08 All clients finished sending requests. You can now GET /stats to see results.
2025/02/02 20:21:08 [client1] Sending health check...
2025/02/02 20:21:08 [client2] Sending health check...
2025/02/02 20:21:08 [client3] Sending health check...
# PP C:\Users\pasha\OneDrive\Documents\Project_Go
```

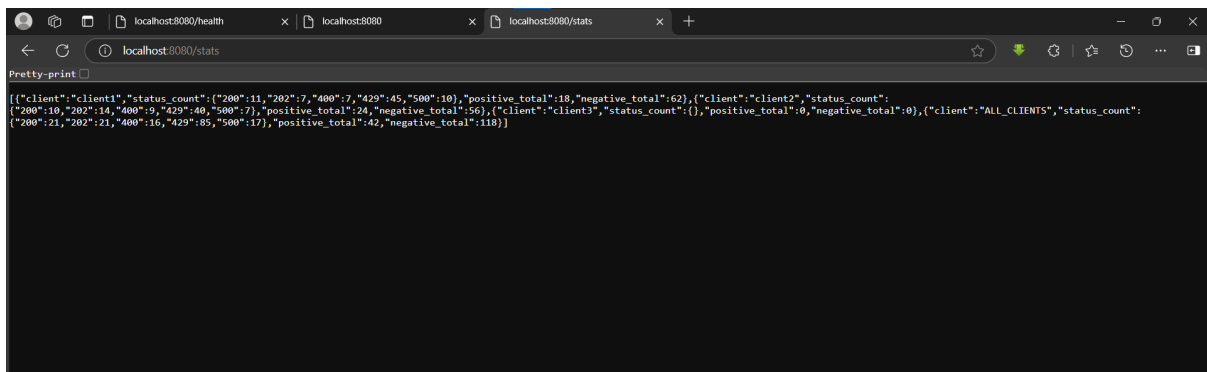
<http://localhost:8080/health> возвращает Server is up



<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 горутин 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