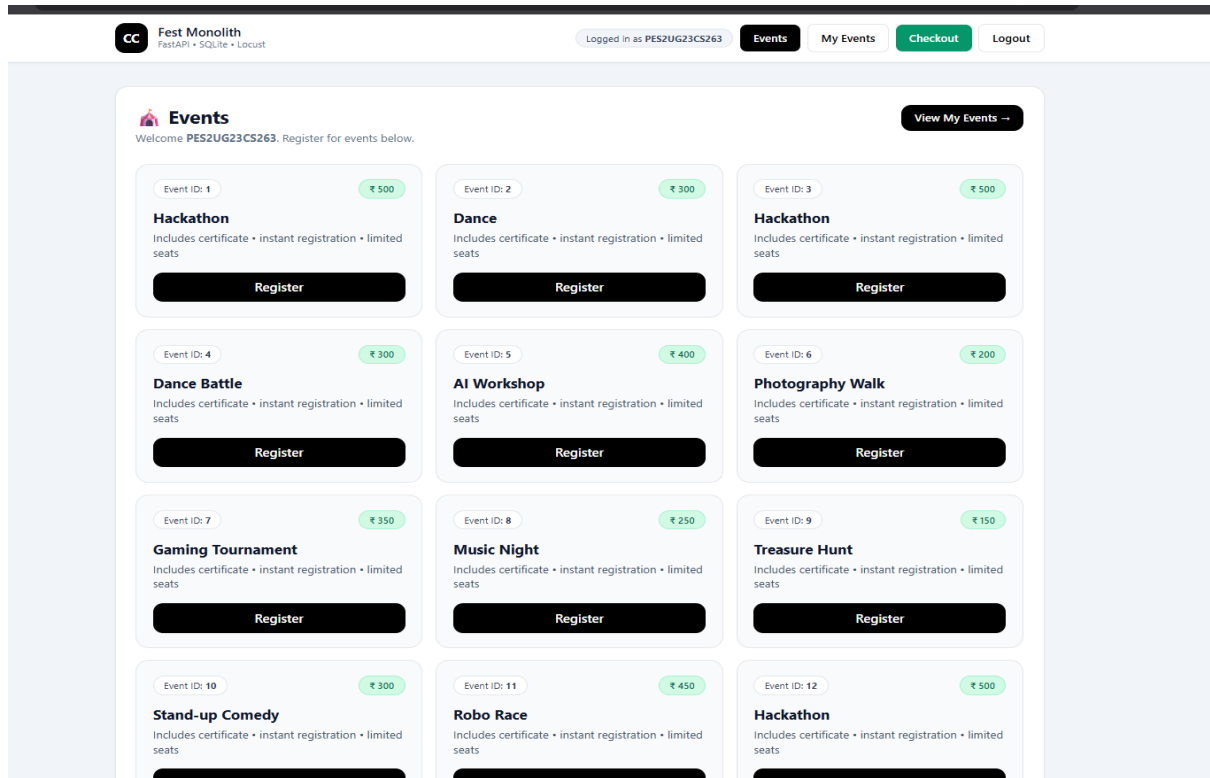


Cloud computing Lab 2

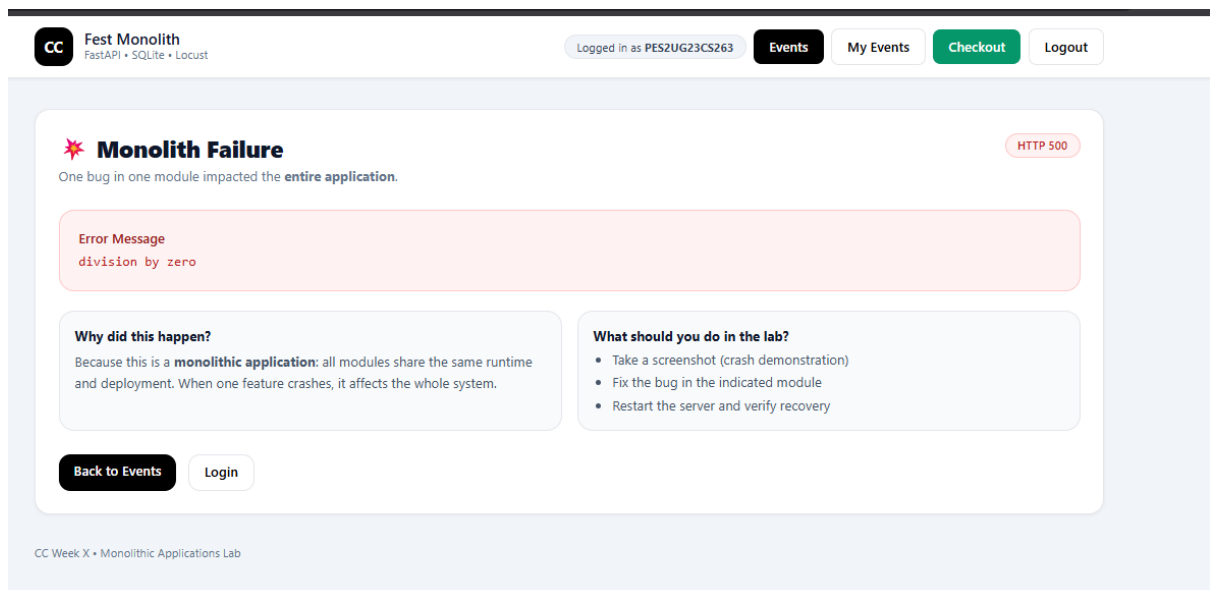
Name : Kashyap K

SRN : PES2UG23CS263

Ss1:



SS2:



```
INFO: 127.0.0.1:59707 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR: Exception in ASGI application
```

SS3

CC

Fest Monolith
FastAPI • SQLite • Locust


Logged in as PES2UG23CS263

Events

My Events

Checkout

Logout

 **Checkout**

This route is used to demonstrate a monolith crash + optimization.

Total Payable
₹ 6600

☒ After fixing + optimizing checkout logic, re-run Locust and compare results.

What you should observe


- One buggy feature can crash the entire monolith.
- Inefficient loops cause high response times under load.
- Optimization improves performance but architecture still scales as one unit.

Next Lab: Split this monolith into Microservices (Events / Registration / Checkout).

CC Week X • Monolithic Applications Lab

INFO: 127.0.0.1:64908 - "GET /checkout HTTP/1.1" 200 OK

SS4 (checkout before optimization)

 **LOCUST**

STATISTICS

CHARTS

FAILURES

EXCEPTIONS

CURRENT RATIO

DOWNLOAD DATA

III

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)
GET	/checkout	19	0	6	2000	2000	113.96	4	2031	3296
	Aggregated	19	0	6	2000	2000	113.96	4	2031	3296

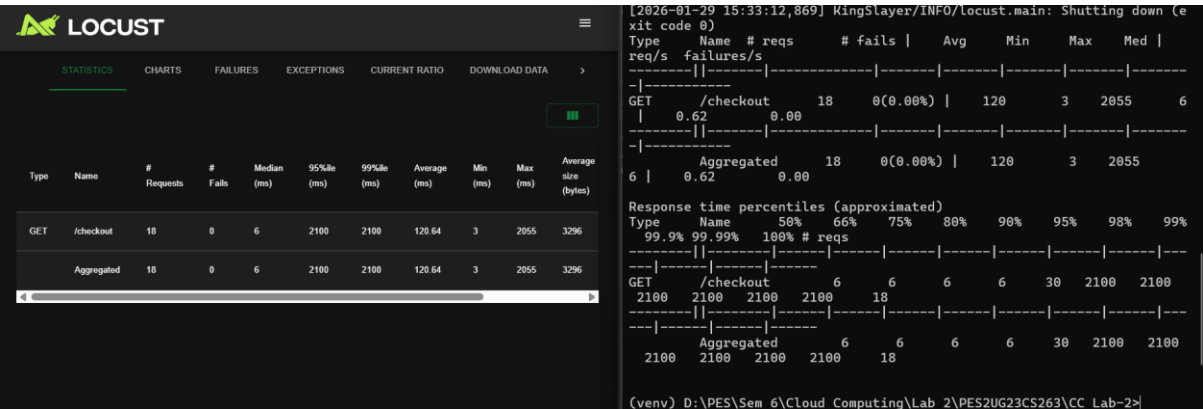
ABOUT

```
[2026-01-29 15:24:51,327] KingSlayer/INFO/locust.runners: All users spawned: {"CheckoutUser": 1} (1 total users)
[2026-01-29 15:30:02,485] KingSlayer/INFO/locust.runners: Ramping to 1 users at a rate of 1.00 per second
[2026-01-29 15:30:02,486] KingSlayer/INFO/locust.runners: All users spawned: {"CheckoutUser": 1} (1 total users)
Traceback (most recent call last):
  File "D:\PES\Sem 6\Cloud Computing\Lab 2\PES2UG23CS263\venv\Lib\site-packages\gevent\_ffi\loop.py", line 279, in python_check_callback
    def python_check_callback(self, watcher_ptr): # pylint:disable=unused-argument
KeyboardInterrupt
2026-01-29T10:00:52Z
[2026-01-29 15:30:52,756] KingSlayer/INFO/locust.main: Shutting down (exit code 0)
Type      Name      # reqs      # fails | Avg      Min      Max      Med | req/s
failures/s
-----|-----|-----|-----|-----|-----|-----|-----|
GET      /checkout      19      0(0.00%) | 113      4      2030      6 |
0.66      0.00
-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated      19      0(0.00%) | 113      4      2030      6 |
0.66      0.00

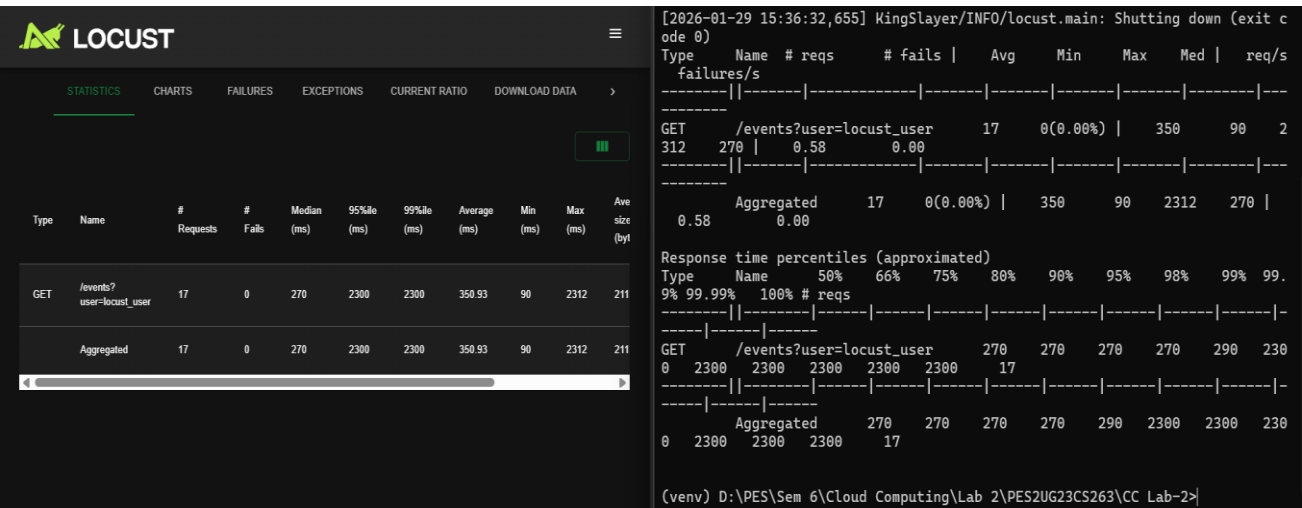
Response time percentiles (approximated)
Type      Name      50%      66%      75%      80%      90%      95%      98%      99%      99.9%
99.99%      100% # reqs
-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
GET      /checkout      6      7      8      8      18      2000      2000      2000
2000      2000      2000      19
-----|-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated      6      7      8      8      18      2000      2000      200
0      2000      2000      19

(venv) D:\PES\Sem 6\Cloud Computing\Lab 2\PES2UG23CS263\CC Lab-2>
```

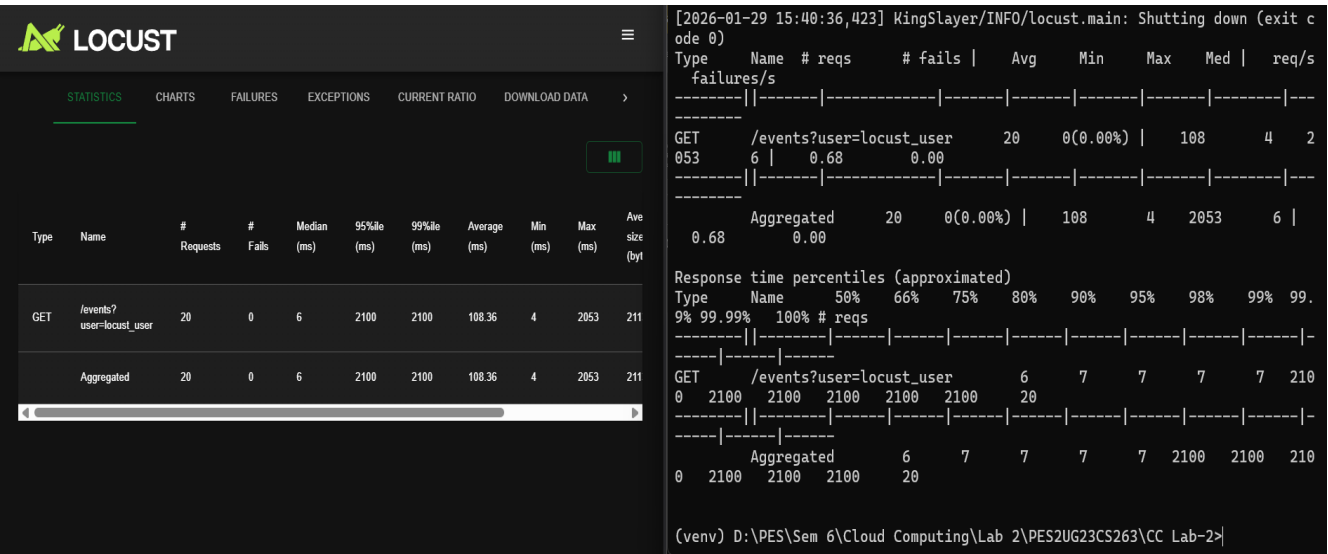
Ss5: (checkout after optimization (no much change as system doesn't allow))



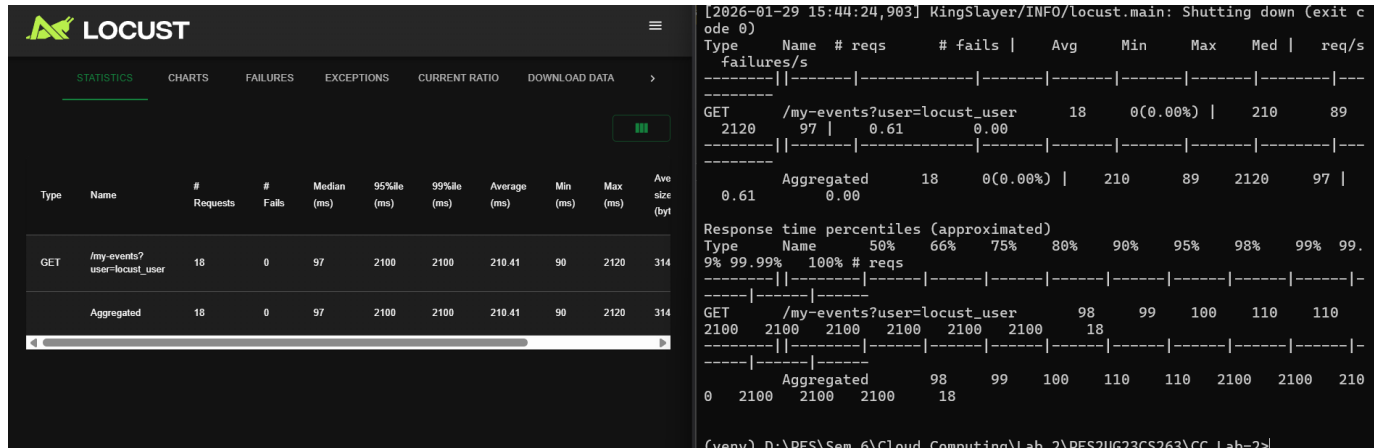
Ss6: (events before optimization)



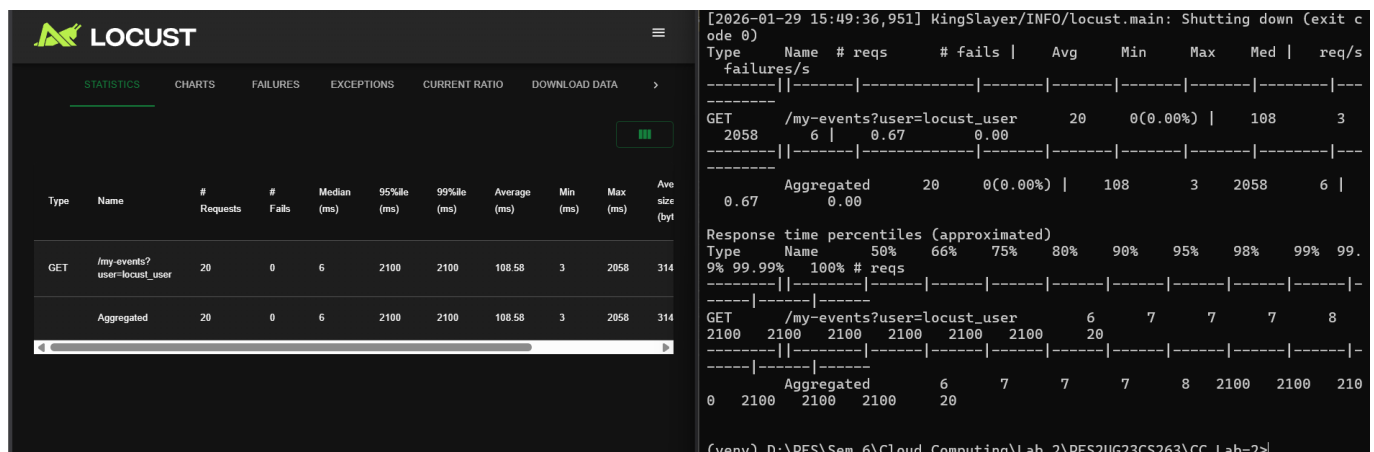
Ss7: (events after optimization)



Ss8 (my events before optimization)



Ss9 (myevents after optimization)



/events route

Bottleneck: The route was slowed down by dummy for loops that added processing time without affecting the output.

Change made: These unnecessary loops were removed from the route logic.

Why it improved: Removing redundant computations reduced CPU usage per request, resulting in nearly a 50% improvement in average response time (350 ms → 108 ms).

/my_events route

Bottleneck: The presence of non-essential iteration logic increased execution time.

Change made: The dummy loops were removed.

Why it improved: Fewer instructions were executed per request, allowing the route to respond faster and reducing average latency from 210 ms to 108 ms.