

Cloud computing Lab 2

Name : Kashyap K

SRN : PES2UG23CS263

Ss1:

The screenshot shows a web application interface for 'Fest Monolith' with the URL 'FastAPI + SQLite + Locust'. The top navigation bar includes links for 'Events', 'My Events', 'Checkout', and 'Logout'. A banner at the top says 'Welcome PES2UG23CS263. Register for events below.' Below this, there is a section titled 'Events' with a sub-section 'View My Events →'. The main content area displays a grid of twelve event cards, each with a unique ID, name, description, price, and a 'Register' button.

| Event ID | Event Name | Description | Price |
|----------|-------------------|---|-------|
| 1 | Hackathon | Includes certificate • instant registration • limited seats | ₹ 500 |
| 2 | Dance | Includes certificate • instant registration • limited seats | ₹ 300 |
| 3 | Hackathon | Includes certificate • instant registration • limited seats | ₹ 500 |
| 4 | Dance Battle | Includes certificate • instant registration • limited seats | ₹ 300 |
| 5 | AI Workshop | Includes certificate • instant registration • limited seats | ₹ 400 |
| 6 | Photography Walk | Includes certificate • instant registration • limited seats | ₹ 200 |
| 7 | Gaming Tournament | Includes certificate • instant registration • limited seats | ₹ 350 |
| 8 | Music Night | Includes certificate • instant registration • limited seats | ₹ 250 |
| 9 | Treasure Hunt | Includes certificate • instant registration • limited seats | ₹ 150 |
| 10 | Stand-up Comedy | Includes certificate • instant registration • limited seats | ₹ 300 |
| 11 | Robo Race | Includes certificate • instant registration • limited seats | ₹ 450 |
| 12 | Hackathon | Includes certificate • instant registration • limited seats | ₹ 500 |

SS2:

The screenshot shows a 'Monolith Failure' error page with the status code 'HTTP 500'. The top navigation bar is identical to the previous screenshot. The main content area features a large red box containing an 'Error Message' which reads 'division by zero'. Below this, two boxes provide information: 'Why did this happen?' and 'What should you do in the lab?'. The 'Why did this happen?' box states that because it's a monolithic application, all modules share the same runtime and deployment, so a crash in one module affects the whole system. The 'What should you do in the lab?' box lists three steps: taking a screenshot, fixing the bug, and restarting the server.

Error Message
division by zero

Why did this happen?
Because this is a **monolithic application**: all modules share the same runtime and deployment. When one feature crashes, it affects the whole system.

What should you do in the lab?
• Take a screenshot (crash demonstration)
• Fix the bug in the indicated module
• Restart the server and verify recovery

Back to Events Login

CC Week X • Monolithic Applications Lab

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

SS3

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

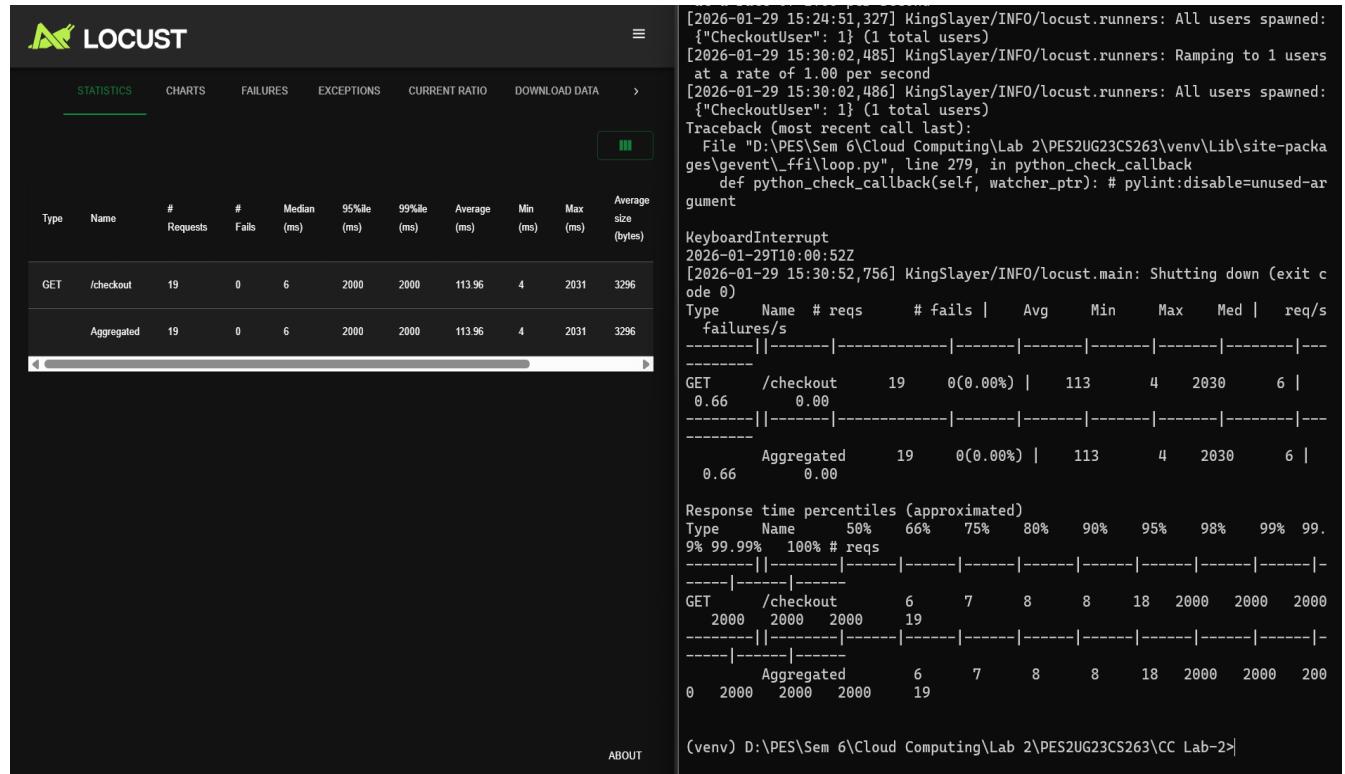
- One buggy feature can crash the entire monolith.
- Inefficient loops cause high response times under load.
- Optimization improves performance but architecture still scales as one unit.

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)



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

Ss6: (events before optimization)

The screenshot shows the Locust web interface with the following details:

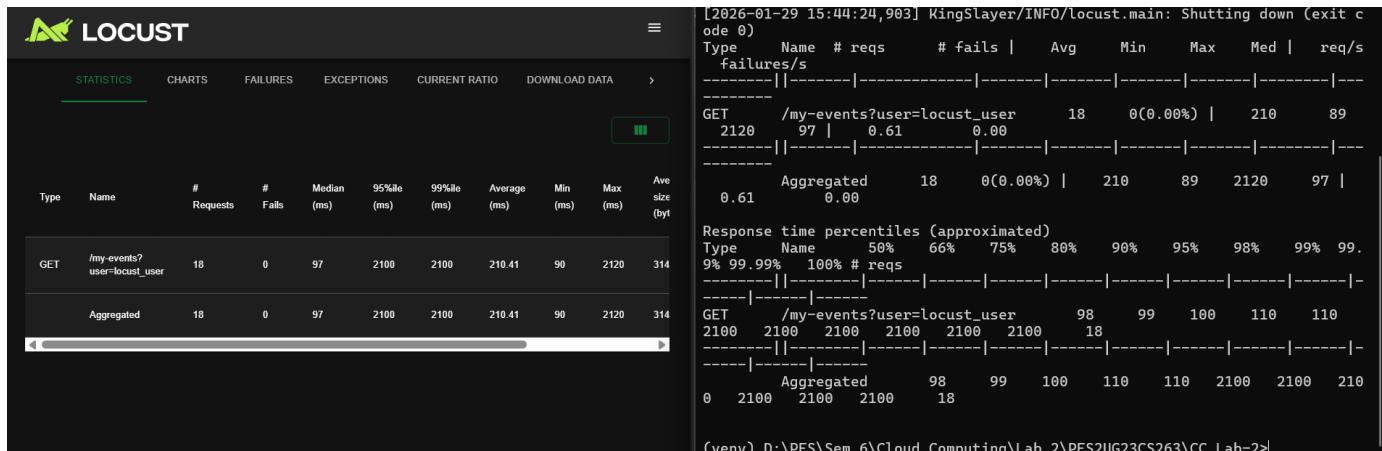
- Header:** LOUCST
- Navigation:** STATISTICS (highlighted), CHARTS, FAILURES, EXCEPTIONS, CURRENT RATIO, DOWNLOAD DATA, >
- Test Summary:**
 - Type: GET
 - Name: /events?user=locust_user
 - # reqs: 312
 - # fails: 270
 - Avg failures/s: 0.58
 - Failure rate: 0(0.00%)
 - Min: 0 ms
 - Max: 350 ms
 - Med: 90 ms
 - req/s: 2
- Request Statistics:**

| Type | Name | # Requests | # Fails | Median (ms) | 95%ile (ms) | 99%ile (ms) | Average (ms) | Min (ms) | Max (ms) | Ave size (byt) |
|------|--------------------------|------------|---------|-------------|-------------|-------------|--------------|----------|----------|----------------|
| GET | /events?user=locust_user | 17 | 0 | 270 | 2300 | 2300 | 350.93 | 90 | 2312 | 211 |
| | Aggregated | 17 | 0 | 270 | 2300 | 2300 | 350.93 | 90 | 2312 | 211 |
- Response Time Percentiles:**

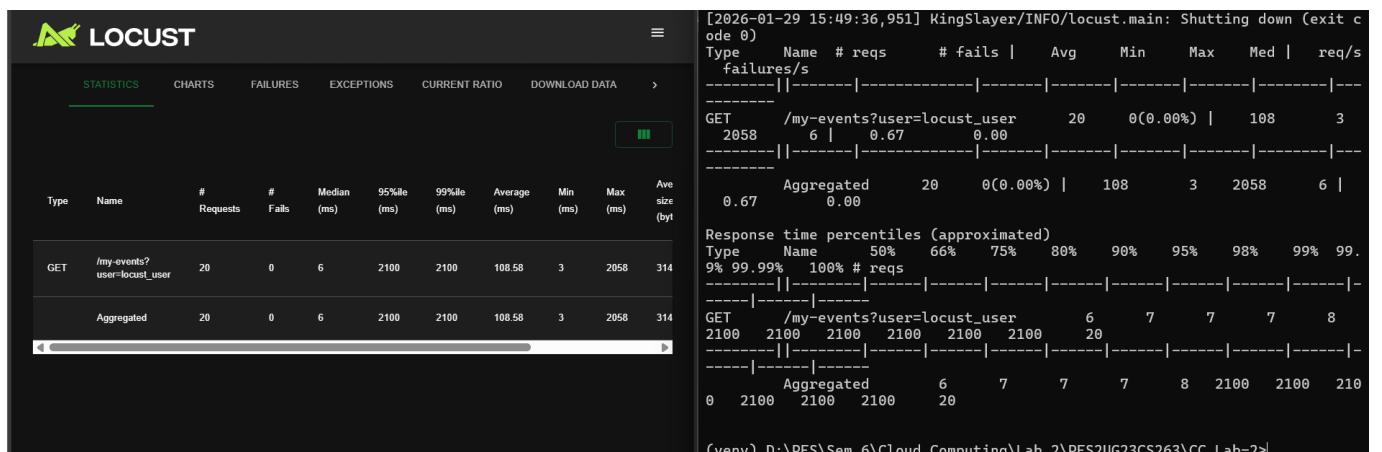
| Type | Name | 50% | 66% | 75% | 80% | 90% | 95% | 98% | 99% | 99. | |
|------|--------------------------|--------|------|--------|------|------|-----|-----|-----|-----|-----|
| GET | /events?user=locust_user | 99.99% | 100% | # reqs | | | | | | | |
| | Aggregated | 2300 | 2300 | 2300 | 2300 | 2300 | 270 | 270 | 270 | 290 | 230 |
| | | 2300 | 2300 | 2300 | 2300 | 2300 | 270 | 270 | 270 | 290 | 230 |

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.