2CSDE80 Software Testing and Quality Assurance

Lab-8 Task

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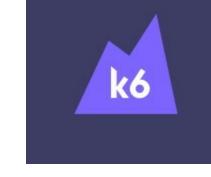
<u>Aim:</u> To demonstrate a load testing experiment.

Tasks:

- Understand the K6 tool.
- Understand the various performance metric of the K6 tool by running the mentioned script.
- Create different scripts for non-built metrics of the K6 tool.

Methodology:

Load testing generally refers to the practice of modeling the expected usage of a software program by simulating multiple users accessing the program concurrently. It ensures that your application can perform as expected in production. It identifies where and when your application breaks, so you can fix the issue before shipping to production. It gives confidence in the system & its reliability and performance. It helps identify the

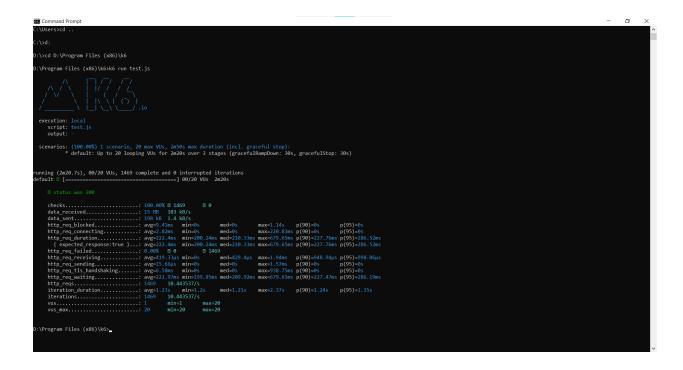


bottlenecks in the system under heavy user stress scenarios before they happen in a production environment.

1. test.js

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Subcosts

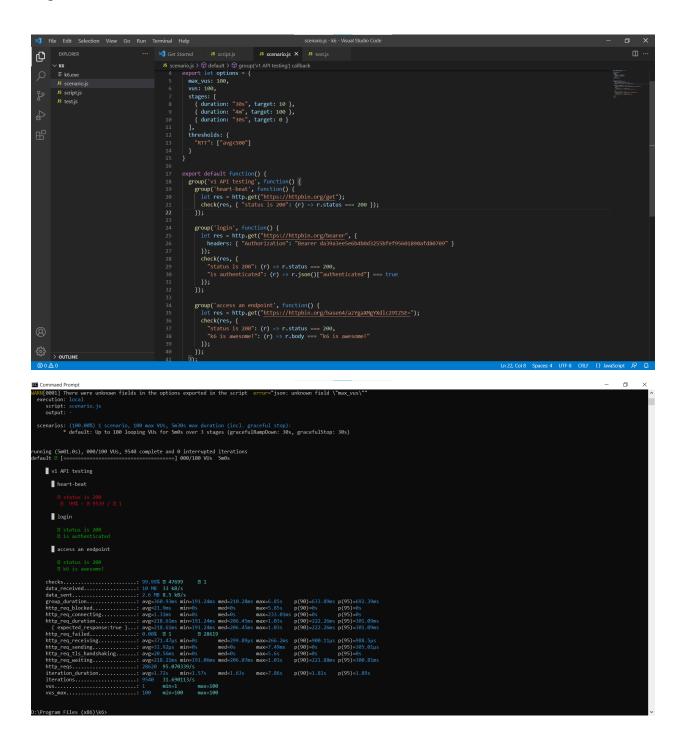
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Let the scenario be:

- 1. A user checks of the API is up, hence checking the heartbeat of our API, and then tries to send further messages.
- 2. Then they try to create a token to be able to access other parts of our API or the private areas.

3. Finally, they try to access an endpoint of our API. This scenario is to be tested by 100 individual users, starting with 10 users, ramping up to 100 and gradually down to 0, and to keep the response time of all requests below 500ms.



All the checks in the tests are passed, specifically 56213 checks in 33741 requests. The amount of data sent and received, vus, iterations, and some other metrics are also shown. The very important part is the metrics that start with HTTP. They signify the average, minimum, maximum, p(90), and p(95) of the amount of time each request or group of requests has taken to complete. Since we have defined the average threshold to be 500ms. Since the average time of all requests hasn't taken that long, the test is passed.

Conclusion:

K6 tool is robust and well-documented Javascript APIs for test scripting. It has deep customization through multiple configuration options and Scenarios. Parameterization through environment variables Websockets support and lifecycle hooks for customizing setup and teardown.