

## LAB 2 - MONOLITHIC ARCHITECTURE

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SECTION: F

**SS1** (Events page loaded)

The screenshot shows the 'Events' page of the Fest Monolith application. At the top, there's a header with the logo 'Fest Monolith' and the text 'FastAPI • SQLite • Locust'. To the right of the header are links for 'Events', 'My Events', 'Checkout', and 'Logout'. Below the header, the page title is 'Events' with a subtitle 'Welcome PES2UG23CS380 Register for events below.' On the right side, there's a button 'View My Events →'. The main content area displays a grid of event cards. Each card contains an event ID, a name, a price, a brief description, and a 'Register' button.

Event ID	Name	Price	Description	Action
1	Hackathon	₹ 500	Includes certificate • instant registration • limited seats	Register
2	Dance	₹ 300	Includes certificate • instant registration • limited seats	Register
3	Hackathon	₹ 500	Includes certificate • instant registration • limited seats	Register
4	Dance Battle	₹ 300	Includes certificate • instant registration • limited seats	Register
5	AI Workshop	₹ 400	Includes certificate • instant registration • limited seats	Register
6	Photography Walk	₹ 200	Includes certificate • instant registration • limited seats	Register
7		₹ 350		
8		₹ 250		
9		₹ 150		

**SS2 (crash)**

The screenshot shows the 'Monolith Failure' page of the Fest Monolith application. At the top, there's a header with the logo 'Fest Monolith' and the text 'FastAPI • SQLite • Locust'. To the right of the header are links for 'Login' and 'Create Account'. Below the header, the page title is 'Monolith Failure' with a subtitle 'One bug in one module impacted the entire application.' On the right side, there's a button 'HTTP 500'. The main content area displays an error message 'division by zero' and two sections: 'Why did this happen?' and 'What should you do in the lab?'. At the bottom, there are buttons for 'Back to Events' and 'Login'.

**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

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```
INFO:     finished server process [19510]
INFO:     Started server process [31820]
INFO:     Waiting for application startup.
INFO:     Application startup complete.
INFO:     127.0.0.1:62961 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR:    Exception in ASGI application
```

## SS3

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```
INFO:      Shutting down
INFO: Waiting for application shutdown.
INFO: Application shutdown complete.
INFO: Finished server process [31820]
INFO: Started server process [38436]
INFO: Waiting for application startup.
INFO: Application startup complete.
INFO: 127.0.0.1:63025 - "GET /checkout HTTP/1.1" 200 OK
```

## SS4

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)
GET	/checkout	17	0	9	2100	2100	131.7	8	2100
Aggregated									
		17	0	9	2100	2100	131.7	8	2100

Response time percentiles (approximated)

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%
GET	/checkout	9	9	10	10	13	2100	2100	2100	2100
	Aggregated	9	9	10	10	13	2100	2100	2100	2100

## SS5

The screenshot shows a Locust performance test interface. On the left, a browser window displays the Locust dashboard with a single test scenario named '/checkout'. The test summary table shows 19 requests, 0 failures, and a median response time of 2100 ms. On the right, a terminal window shows the Locust command-line interface output. It includes a log message about shutting down, a table of request statistics for '/checkout' and an aggregated view, and a table of response time percentiles.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s	
GET	/checkout	19	0	9	2100	2100	117.29	8	2071	2797	0.7	0
Aggregated												
GET	/checkout	19	0	9	2100	2100	117.29	8	2071	2797	0.7	0

Type	Name	# fails	Avg	Min	Max	Med	req/s	failures/s
GET	/checkout	0(0.00%)	117	7	2071	9	0.66	0.00
Aggregated								
GET	/checkout	0(0.00%)	117	7	2071	9	0.66	0.00

Response time percentiles (approximated)											
	50%	60%	75%	80%	90%	95%	98%	99%	99.9%	100%	# reqs
GET	/checkout	9	9	9	9	10	2100	2100	2100	2100	19
Aggregated											
GET	/checkout	9	9	9	9	10	2100	2100	2100	2100	19

## SS6

The screenshot shows a Locust performance test interface. On the left, a browser window displays the Locust dashboard with a single test scenario named 'events.locustfile.py'. The test summary table shows 17 requests, 0 failures, and a median response time of 230 ms. On the right, a terminal window shows the Locust command-line interface output. It includes a log message about spawning users, a traceback for a Python exception, and a table of request statistics for '/events?user=locust\_user' and an aggregated view.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s	
GET	/events?user=locust_user	17	0	230	2300	2300	358.03	203	2332	21138	0.6	0
Aggregated												
GET	/events?user=locust_user	17	0	230	2300	2300	358.03	203	2332	21138	0.6	0

Type	Name	# fails	Avg	Min	Max	Med	req/s	failures/s			
GET	/events?user=locust_user	0(0.00%)	358	203	2332	230	0.57	0.00			
Aggregated											
GET	/events?user=locust_user	230	240	240	320	2300	2300	2300	2300	2300	17

## SS7

Screenshot of a dual-monitor setup showing Locust performance testing results and Python code editor output.

**Left Monitor (Locust Performance Test):**

- Locust Interface:** Hosted at [localhost:8089](http://localhost:8089). Status: STOPPED. RPS: 0.6. Failures: 0%.
- Statistics:** Shows a single GET request named "/events?user=locust\_user" with 17 requests, 0 fails, and a median response time of 200ms.
- Aggregated Data:** Shows 17 requests, 0 fails, and a median response time of 200ms.
- Response Time Percentiles:** Approximated values for the GET request.

**Right Monitor (Python Editor):**

- Code:** A snippet of Python code from `main.py` containing logic for handling events and a loop.
- Terminal:** Displays log messages from Locust and Python code execution.
- Output:** Shows command-line interface details like command history and environment variables.

## SS8

Screenshot of a dual-monitor setup showing Locust performance testing results and Python code editor output.

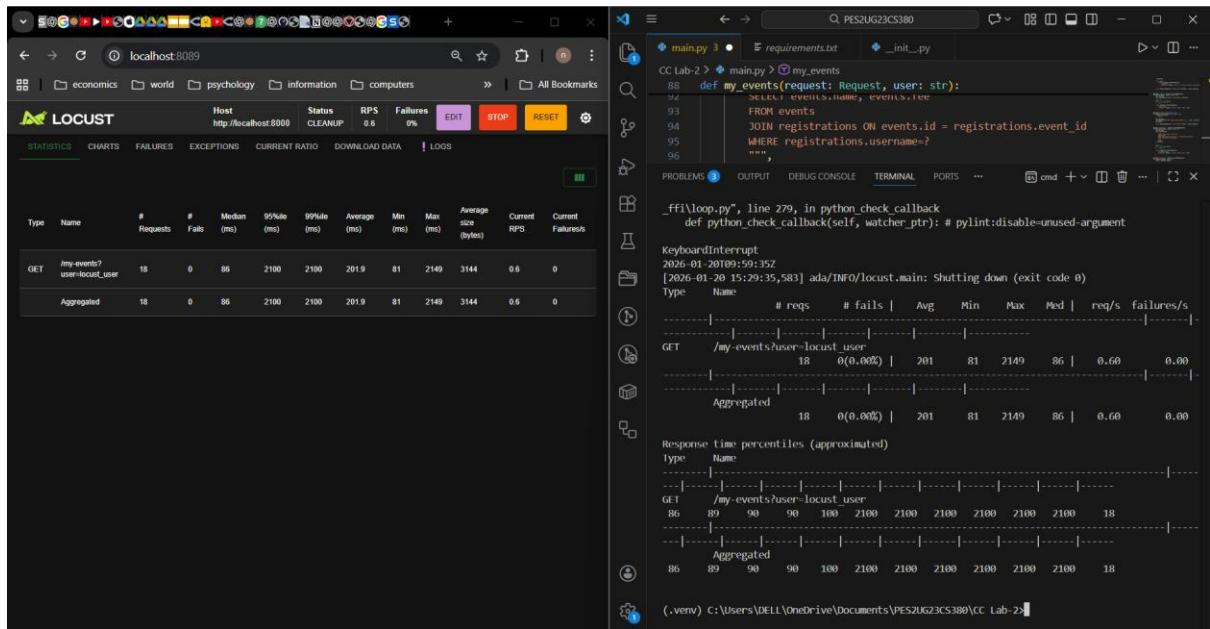
**Left Monitor (Locust Performance Test):**

- Locust Interface:** Hosted at [localhost:8089](http://localhost:8089). Status: CLEANUP. RPS: 0.0. Failures: 0%.
- Statistics:** Shows a single GET request named "/my-events?user=locust\_user" with 18 requests, 0 fails, and a median response time of 88ms.
- Aggregated Data:** Shows 18 requests, 0 fails, and a median response time of 88ms.
- Response Time Percentiles:** Approximated values for the GET request.

**Right Monitor (Python Editor):**

- Code:** A snippet of Python code from `tfile.py` related to Locust runners.
- Terminal:** Displays log messages from Locust and Python code execution.
- Output:** Shows command-line interface details like command history and environment variables.

## SS9



## Route: /events

### What was the bottleneck?

The route contained a loop that executed on every request, blocking the FastAPI event loop and preventing the server from handling other users concurrently.

### What change did you make?

I commented out the lines which contain the unnecessary loop.

The image shows a code editor with two versions of the same Python function. The left version contains a large loop that iterates over a range of 3,000,000 and increments a variable 'waste'. The right version has this loop commented out with a triple-slash block comment. Both versions of the code are identical except for this line.

```

@app.get("/events", response_class=HTMLResponse)
def events(request: Request, user: str):
    db = get_db()
    rows = db.execute("SELECT * FROM events").fetchall()

    waste = 0
    for i in range(3000000):
        waste += i % 3

    return templates.TemplateResponse(
        "events.html",
        {"request": request, "events": rows, "user": user}
    )

```

### Why did the performance improve?

Removing blocking lines freed the event loop, allowing FastAPI to handle multiple requests concurrently and significantly reducing response time.

## Route: /my-events

### What was the bottleneck?

The route included a large blocking loop, causing slow query execution and request blocking.

## What change did you make?

I commented the lines

```
99
100
101     dummy = 0
102     for _ in range(1500000):
103         dummy += 1
104
105     return templates.TemplateResponse(
106         "my_events.html",
107         {"request": request, "events": rows, "user": user}
108     )
109
```

```
#dummy = 0
#for _ in range(1500000):
#    dummy += 1

return templates.TemplateResponse(
    "my_events.html",
    {"request": request, "events": rows, "user": user}
)
```

## Why did the performance improve?

eliminating blocking code allowed faster query execution and improved concurrency.