

module-4

1) Which components have you used in Load Runner?

- Controller.
- Load Generator.
- Agent Process.
- Planning the Load Test.
- Create a VUGen Script. ...
- Scenario Creation. ...
- Run Scenario.

2) How can you set the number of Vusers in Load Runner?

You can set the number of Vusers in the controller section while creating your scenarios. Many other advanced options like ramp-up, ramp-down of Vusers are also available in the Controller section

3) What is Correlation?

Correlation is the capturing of dynamic values passed from the server to the client and back. We save this captured value into a LoadRunner parameter, and then use this parameter in the script in place of the original value.

4) What is the process for developing a Vuser Script?

Step 1- Record the Vuser Script.

Step 2- Playback and improve the recorded vuser script.

Step 3- Define and test the different run-time parameters.

Step 4- Use the script in a LoadRunner scenario.

5) How Load Runner interacts with the application?

LoadRunner works on the concept of recording and replaying user activities and generating the desired load on the server. It simply simulates the actions of the user in the real world and creates a virtual load, helping to determine the performance of the software application or system

6) How many VUsers are required for load testing?

Our rough rule of thumb is that for a fast load generator computer (either running Test Studio or a remote execution agent), it is possible to run about 500 virtual users per core. A fast computer is one in which the processors are clocked at 2.2 GHz or higher, and with about 4 GB of main memory.

7) What is the relationship between Response Time and Throughput?

Response time and throughput are related. The response time for an average transaction tends to decrease as you increase overall throughput. However, you can decrease the response time for a specific query, at the expense of overall throughput, by allocating a disproportionate amount of resources to that query.