CC LAB-2

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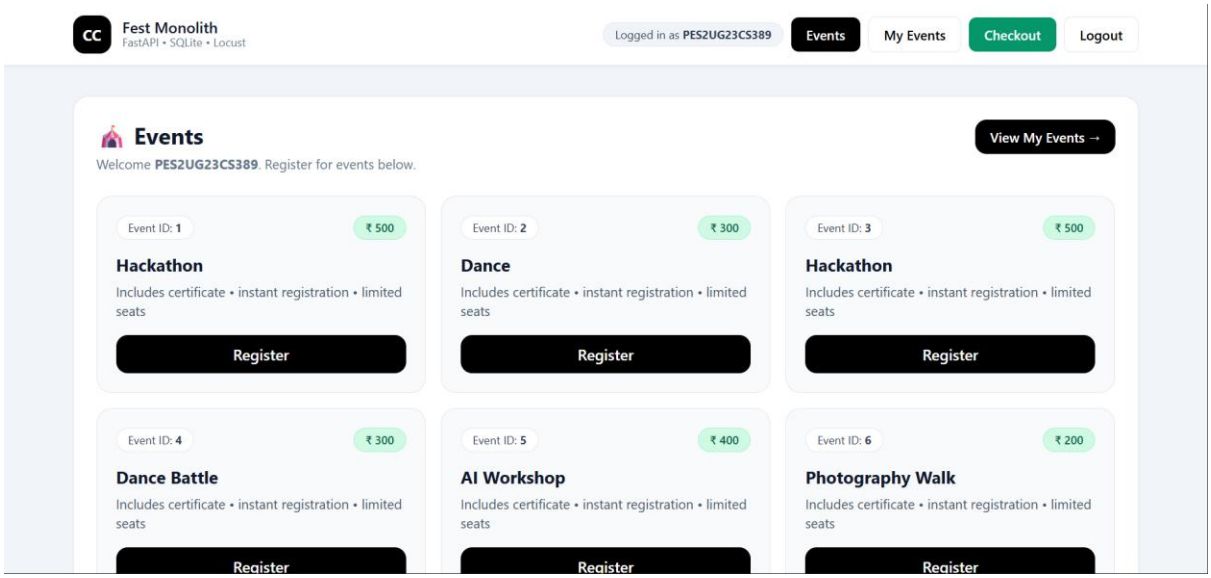
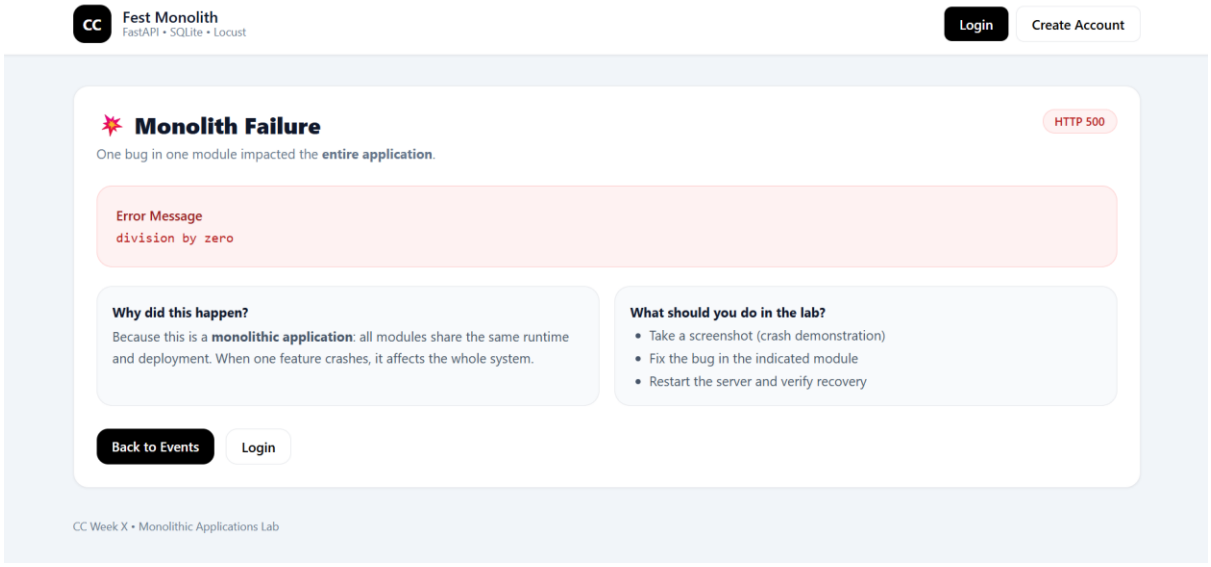
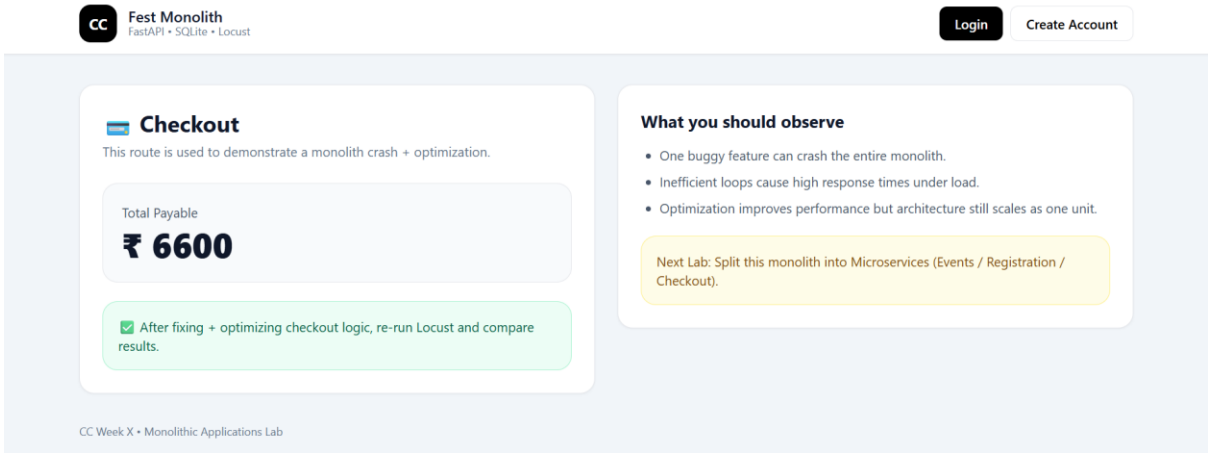
Sem 6F

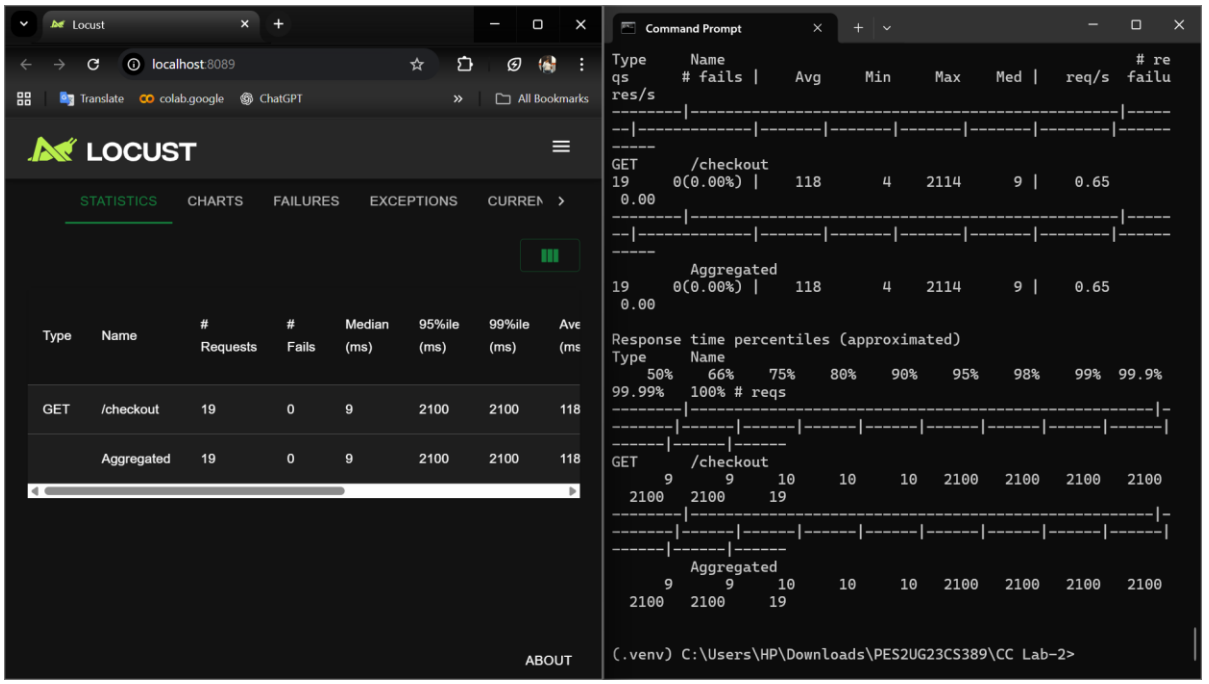
Date : 20-01-2026

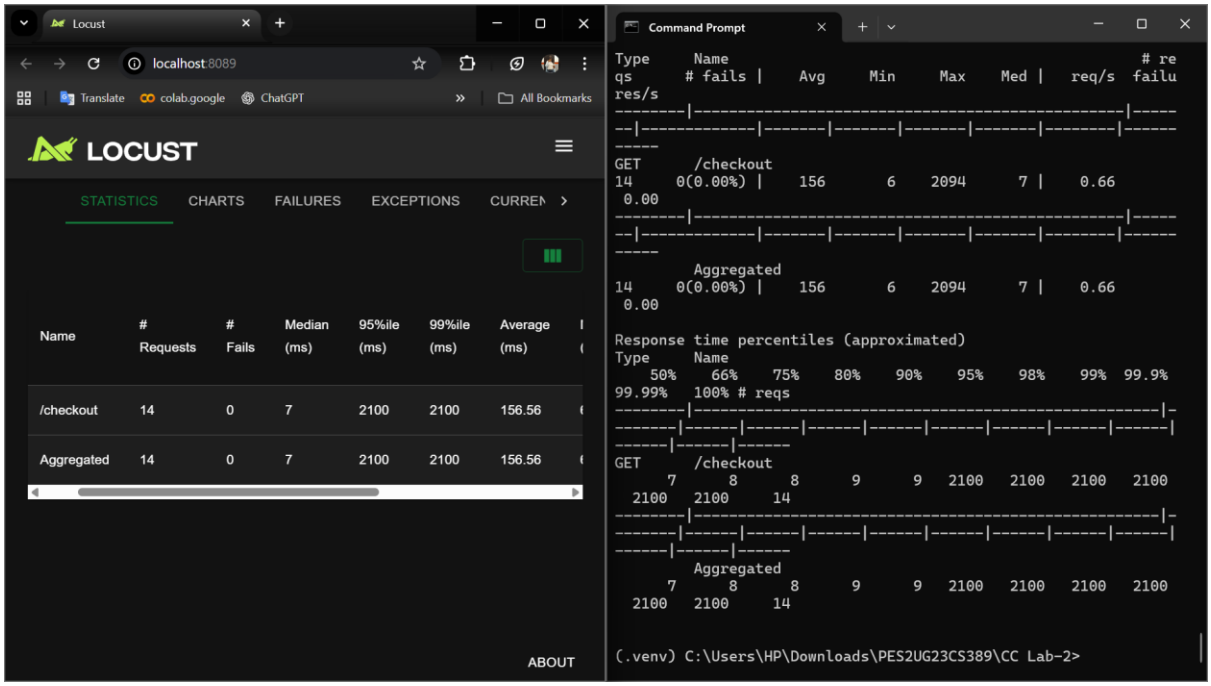
ROUTE : /checkout






Fest Monolith
FastAPI • SQLite • Locust
Login
Create Account
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


Locust
localhost:8089
LOCUST
STATISTICS
CHARTS
FAILURES
EXCEPTIONS
Type Name # Requests # Fails Median (ms) 95%ile (ms) 99%ile (ms)
GET /checkout 19 0 9 2100 2100
Aggregated 19 0 9 2100 2100
ABOUT
Command Prompt
Type Name # reqs # fails | Avg Min Max Med | req/s failures/s
GET /checkout 19 0(0.00%) | 118 4 2114 9 | 0.65 0.00
Aggregated 19 0(0.00%) | 118 4 2114 9 | 0.65 0.00
Response time percentiles (approximated)
Type Name 50% 66% 75% 80% 90% 95% 98% 99% 99.9% 99.99% 100% # reqs
GET /checkout 9 9 10 10 10 2100 2100 2100 2100 2100 2100 19
Aggregated 9 9 10 10 10 2100 2100 2100 2100 2100 2100 19
(.venv) C:\Users\HP\Downloads\PES2UG23CS389\CC Lab-2>

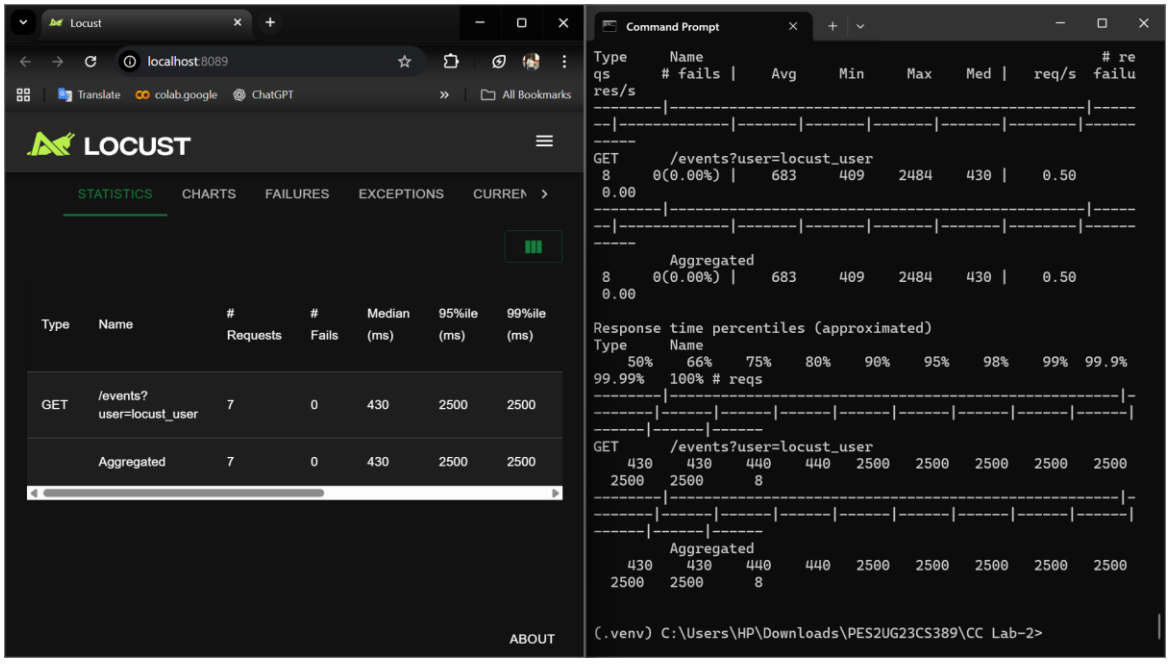

Locust
localhost:8089
LOCUST
STATISTICS
CHARTS
FAILURES
EXCEPTIONS
Name # Requests # Fails Median (ms) 95%ile (ms) 99%ile (ms) Average (ms)
/checkout 14 0 7 2100 2100 156.56
Aggregated 14 0 7 2100 2100 156.56
ABOUT
Command Prompt
Type Name # reqs # fails | Avg Min Max Med | req/s failures/s
GET /checkout 14 0(0.00%) | 156 6 2094 7 | 0.66 0.00
Aggregated 14 0(0.00%) | 156 6 2094 7 | 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 7 8 8 9 9 2100 2100 2100 2100 2100 2100 14
Aggregated 7 8 8 9 9 2100 2100 2100 2100 2100 2100 14
(.venv) C:\Users\HP\Downloads\PES2UG23CS389\CC Lab-2>

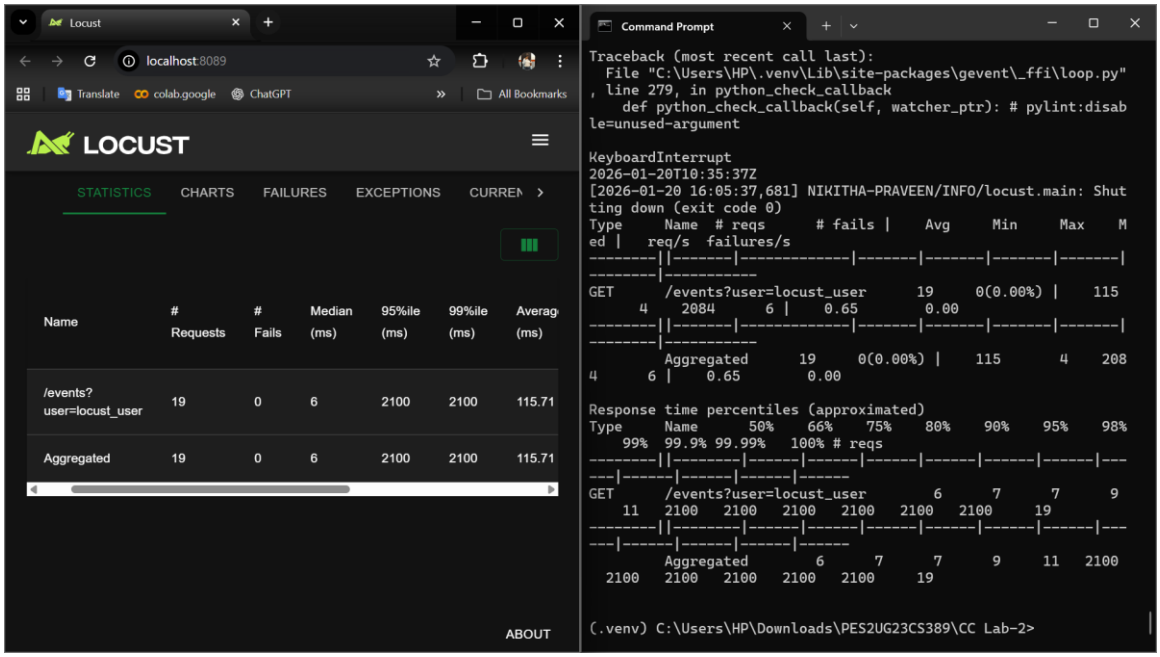
Bottleneck Identified:
The checkout logic used a while loop to increment the total fee one unit at a time. This resulted in unnecessary iterations proportional to the fee value, causing higher CPU usage and increased response time.

Optimization Performed:
The inefficient loop was replaced with a direct summation of event fees using a single loop.

Reason for Performance Improvement:
By eliminating redundant iterations and reducing computational overhead, the checkout route executed faster, leading to a lower average response time during load testing.

ROUTE : /events



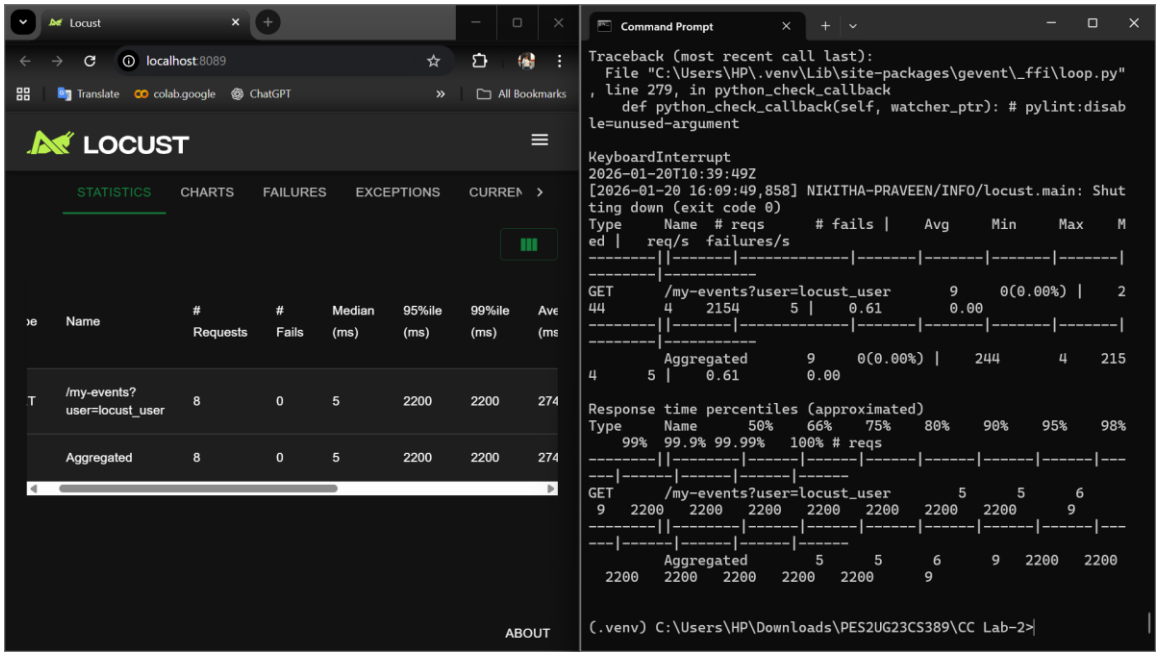


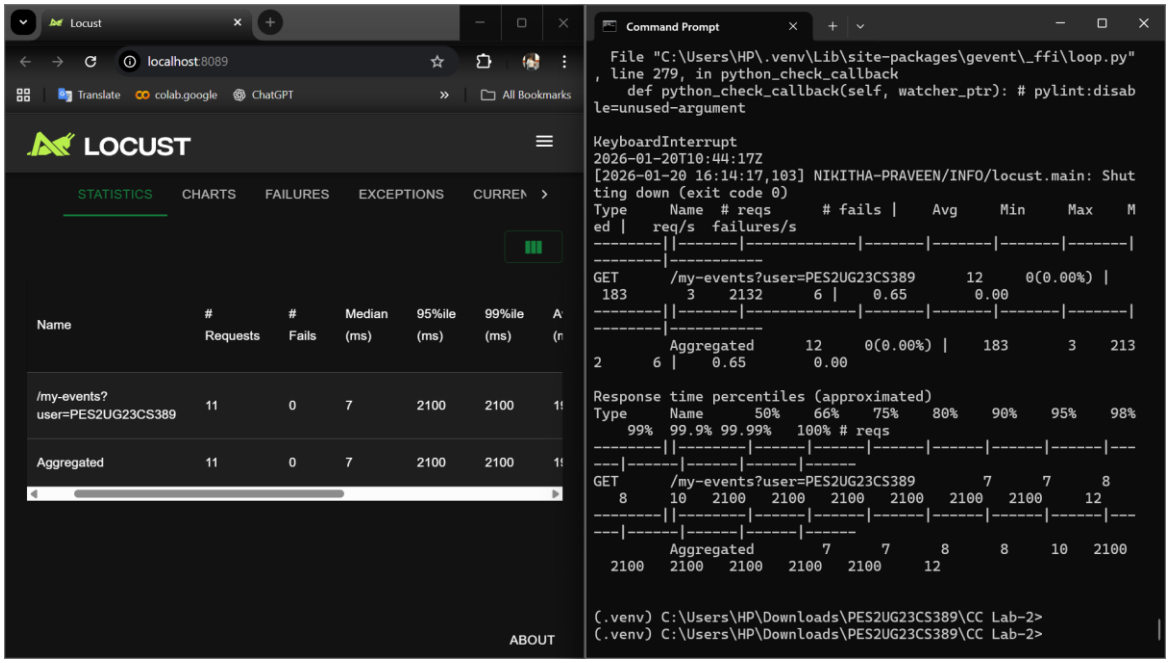
Bottleneck Identified:
The /events route contained an artificial CPU-intensive loop that performed unnecessary calculations, introducing delay even though it did not contribute to the actual functionality.

Optimization Performed:
The redundant loop was completely removed while keeping the database query and response rendering unchanged.

Reason for Performance Improvement:
Removing the unnecessary computations reduced CPU usage, allowing the server to respond more quickly under concurrent requests.

ROUTE : /myevents





Bottleneck Identified:
The /my-events route included an artificial delay loop that caused additional processing time without affecting the output, resulting in slower response times during load testing.

Optimization Performed:
The artificial delay was removed, and the route was streamlined to execute only the required database query and template rendering.

Reason for Performance Improvement:
Eliminating redundant processing reduced execution time and improved overall responsiveness under load.

GITHUB REPO LINK :

https://github.com/PES2UG23CS389/CC-LAB-2