MODULE : 4

Q.1) Which components have you used in Load Runner?

    1) Virutal user generator

    2) Controller

    3) Analysis

Q.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.

Q.3) What is Correlation?

The capturing of dynamic values passed from the server to the client and back.

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

A vuser script may be created in four steps.

- 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.

Q.5) How Load Runner interacts with the application?

Generating messages between application components or by simulating interactions with the user interface such as key presses or mouse movements.

Q.6) How many VUsers are required for load testing?

For example,

if you run a load test with 10,000 virtual users, each making a request every 20 seconds (3 requests per minute), then you're making 30,000 requests per minute, which equals 500 requests per second.

Q.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.

Q.8) What is the difference between hits/second and requests/second?

Hits/second are the number of HTTP requests made by VUsers to the Web Server in a scenario or session step run on a per second basis.

Requests/second are the number of requests completed during each second of scenario run.