**Exported Data presented in Charts**

* This chart shows how the latency is affected according to the number of users. We can see that while number of users is increasing latency also increases and that is logical because more users cause more traffic on the client pc and so the users have to wait more to receive their response from the server which is running on single CPU.

* This chart is the same as above except that server is running on two CPUs. The latency also increases while number of users increase.
* This chart shows how the throughput of the server – which is running on a single CPU pc - is affected according to the number of users. We can see that throughput decreases at the beginning but then it is stable because throughput is not affected at any point from number of users. To gain effect on throughput we should change the number of TCP Workers of the server.

* This chart shows the same results as above except that server is running on a dual CPU pc.

* This chart shows how the memory utilization and throughput are affected by each other. We can see that higher throughput values concede to higher memory utilization and that is because server, services more requests and because of that higher memory utilization occurs.

* This chart shows how the throughput of the server and the CPU load are affected by each other. We can see that higher throughput value leads to lower CPU load. That situation occurs because when the throughput is lower it means that the CPU serves less clients per second and that it means that CPU is currently working on other requests. Respectively, when throughput is higher it means that server services clients faster and waits for more requests to come so its load value is low.