Performance Engineering

*[Subtitle]*

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# Introduction

This report shows the results of the mathematical representation of the behaviour from the system proposed, a model created with JMT and the results got by it.

# Calculations

|  |  |  |  |
| --- | --- | --- | --- |
| **Server** | **S** | **X** | **U** |
| Web Server | 0.03 s | 1.5 | 0.045 |
| Winner Payment Server | 1 | 0.375 | 0.375 |
| Database | 0.08 |  |  |
| Betting Server | 0.199 | 1.050 | 0.2091 |

## Web Server

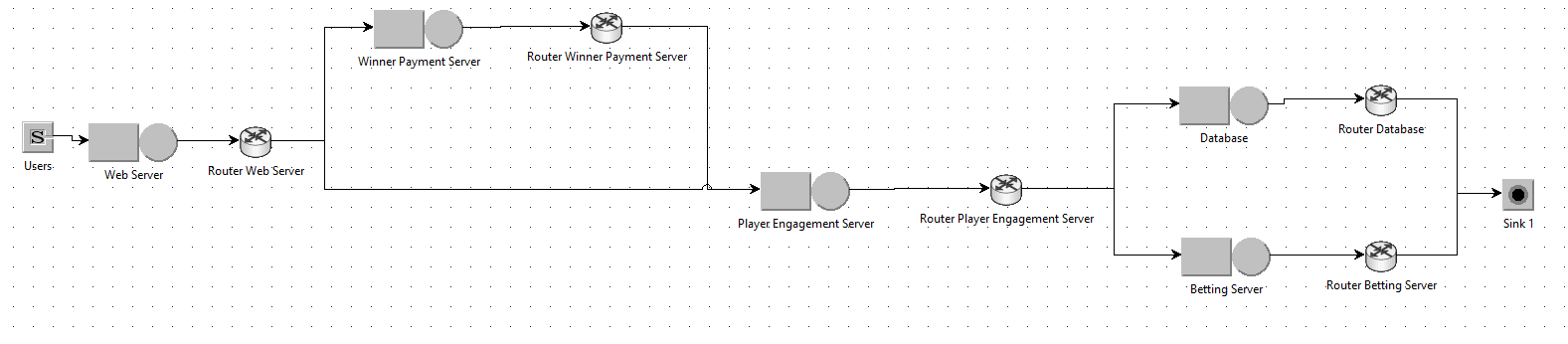
## Winner Payment Server

## Player Engagement Server

## Database

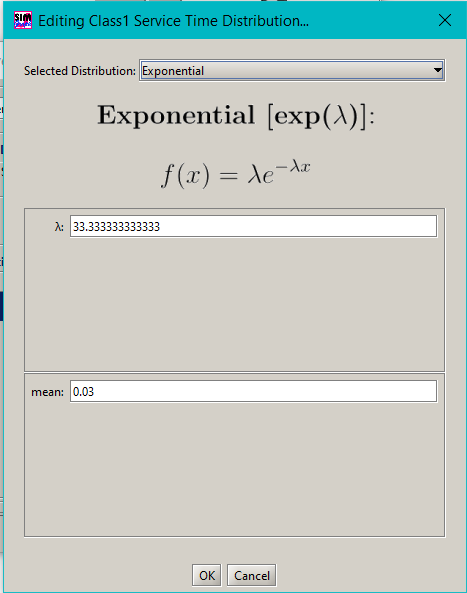
## Betting Server

# Model

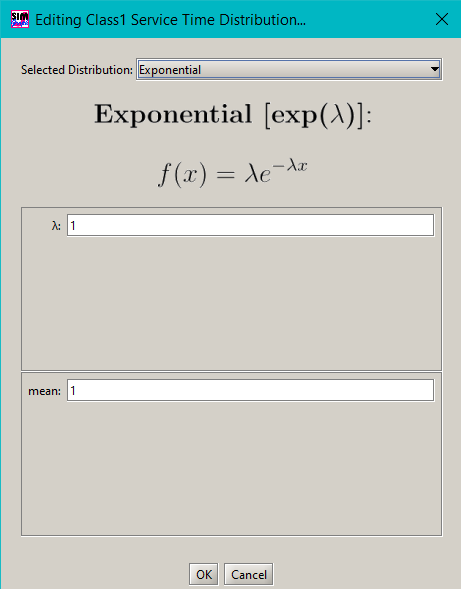


## Service Time

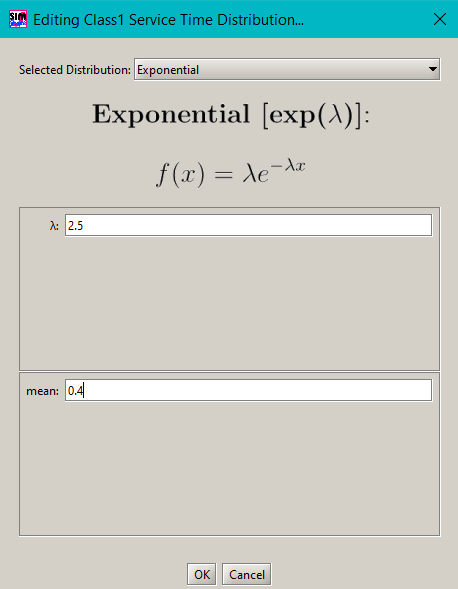
### Web Server



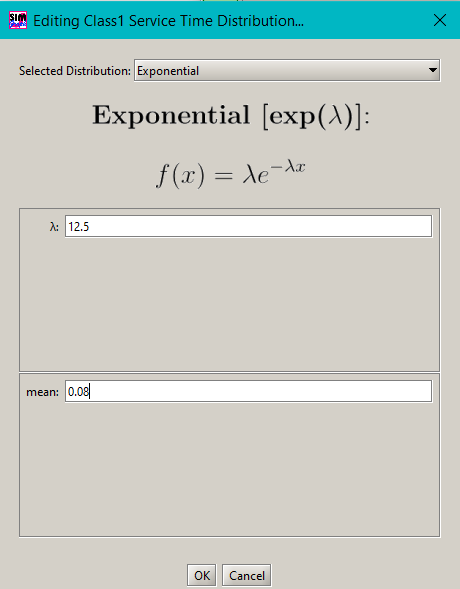
### Winner Payment Server



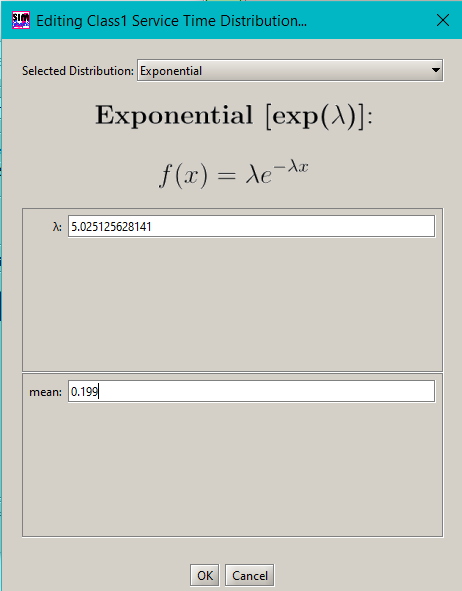
### Player Engagement Server



### Database

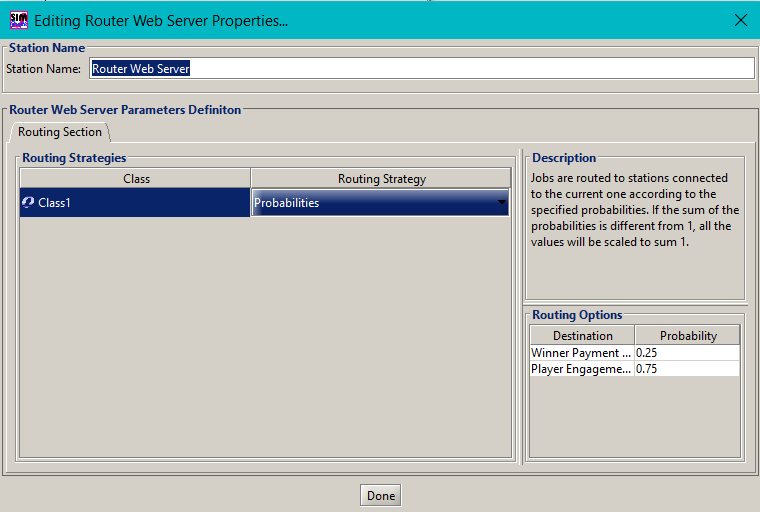


### Betting Server



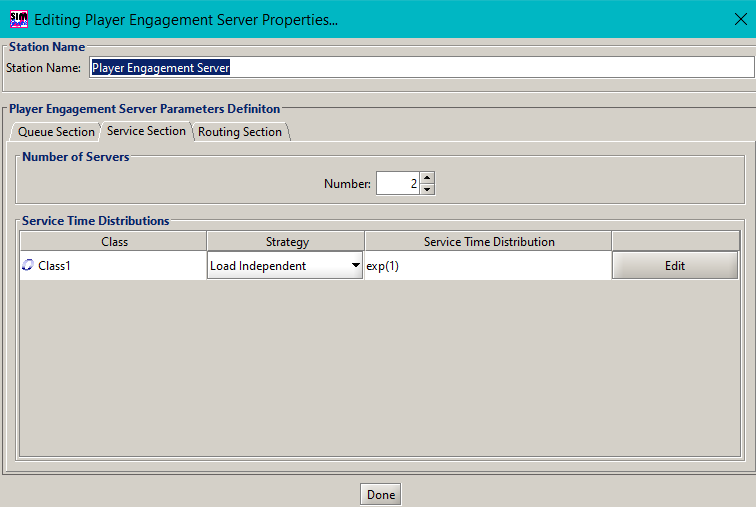
## Routing Probabilities

### Router Web Server

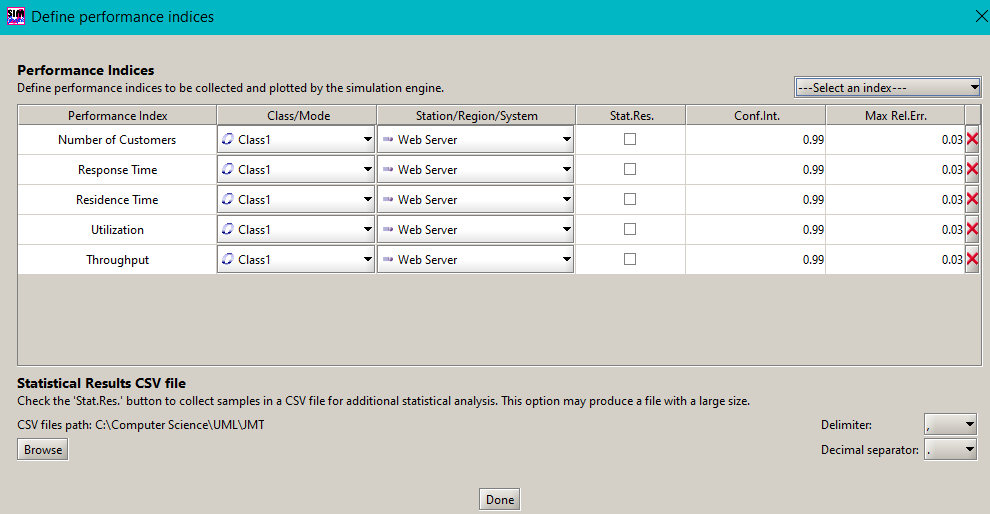


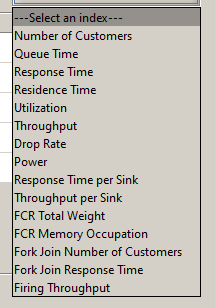
## Resources

Only PlayerEngagementServer has 2 servers working in parallel.

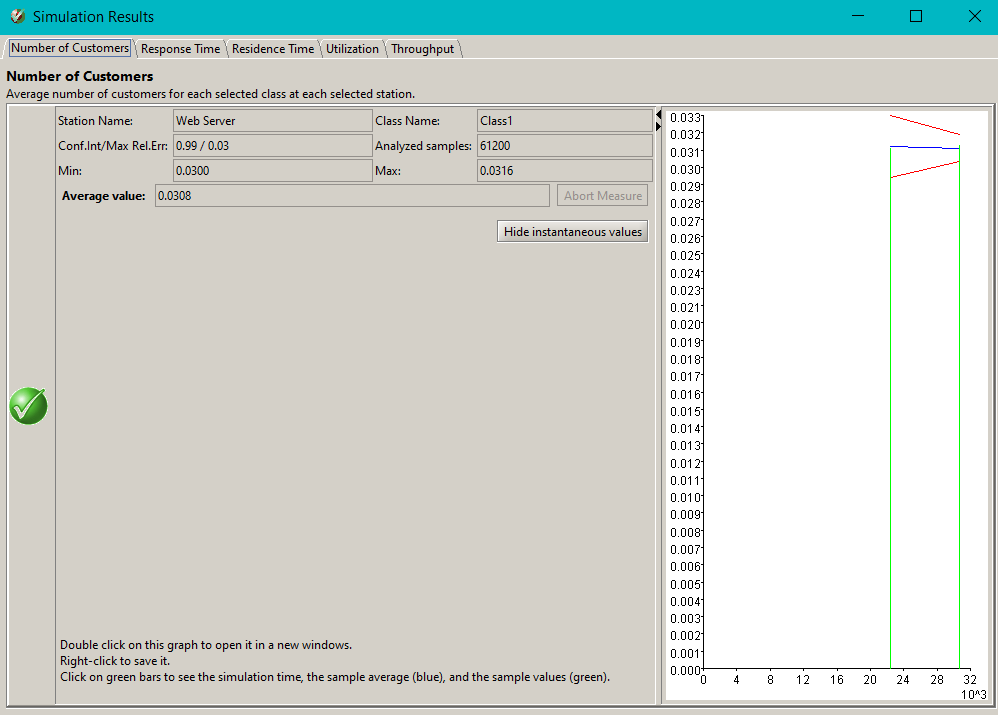


There is no System Response Time to choose in Performance Indices in this version.

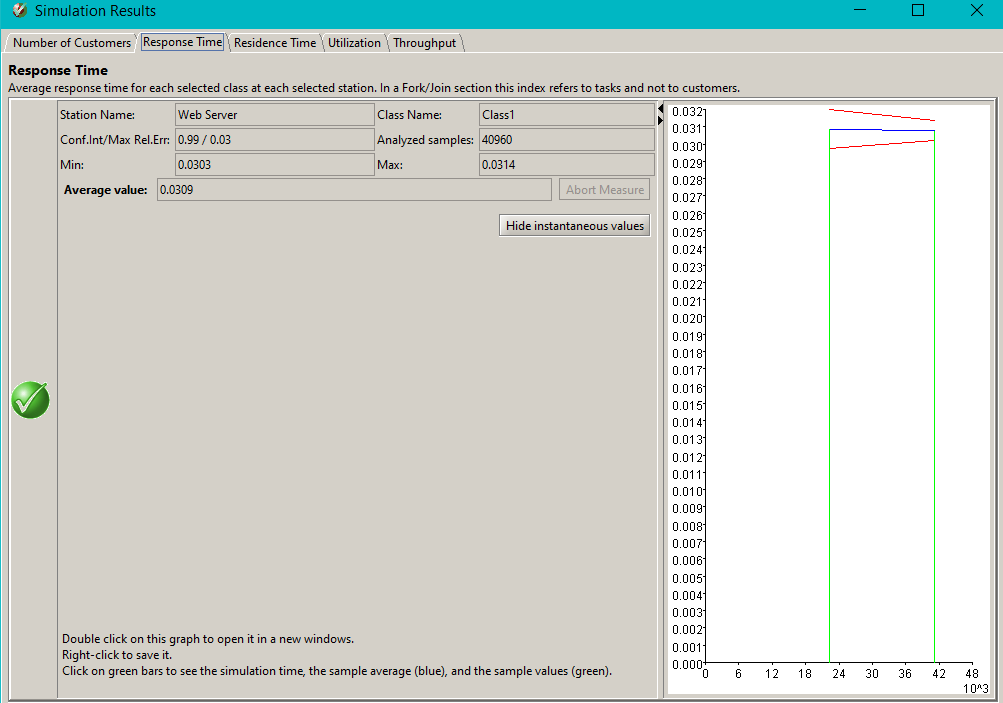




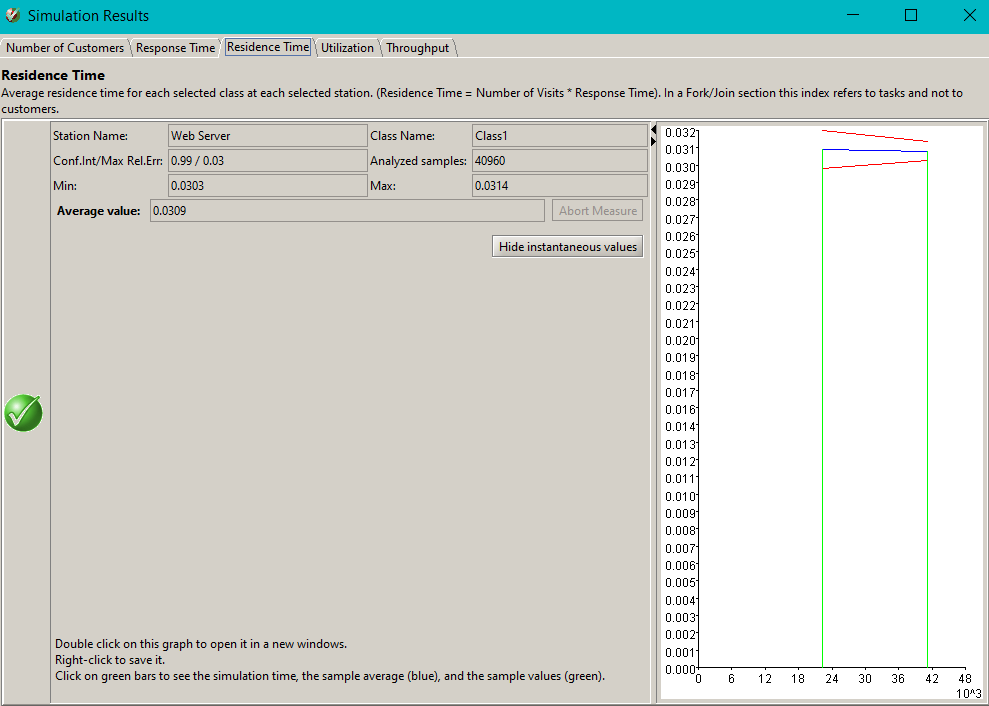
## Number of Customers



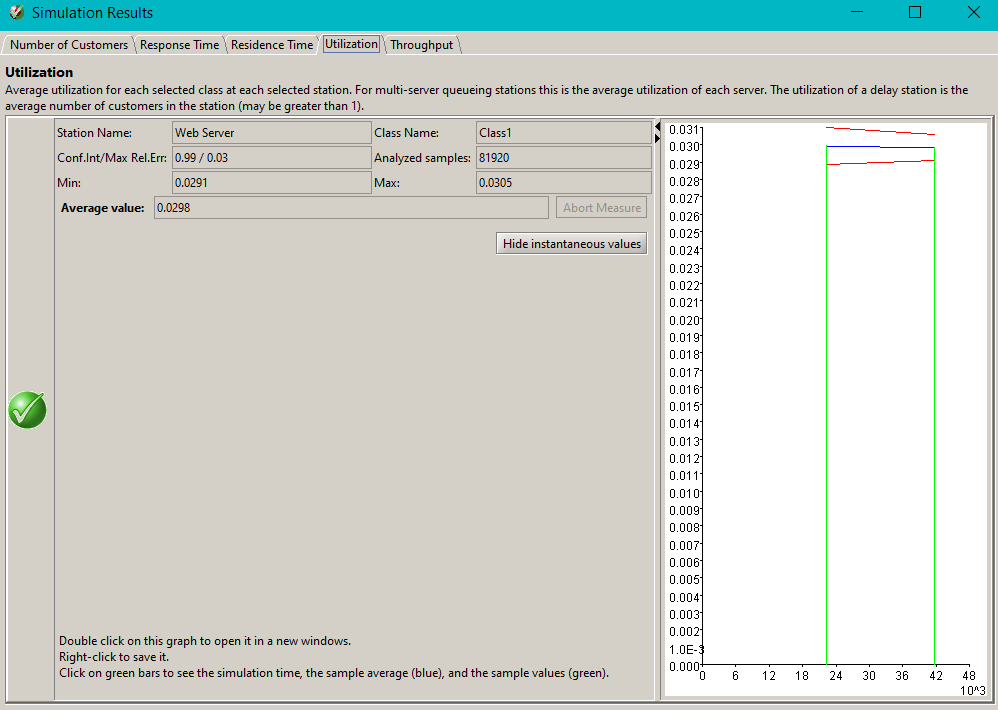
## Response Time



## Residence Time



## Utilization



## Throughput

