

Artillery:

Started phase 0, duration: 1s @ 10:40:53(-0300) 2021-11-01

Report @ 10:40:55(-0300) 2021-11-01

Elapsed time: 1 second

Scenarios launched: 50

Scenarios completed: 50

Requests completed: 1000

Mean response/sec: 671.14

Response time (msec):

min: 2

max: 80

median: 24

p95: 48

p99: 58

Codes:

200: 1000

All virtual users finished

Summary report @ 10:40:55(-0300) 2021-11-01

Scenarios launched: 50

Scenarios completed: 50

Requests completed: 1000

Mean response/sec: 662.25

Response time (msec):

min: 2

max: 80

median: 24

p95: 48

p99: 58

Scenario counts:

0: 50 (100%)

Codes:

200: 1000

Profiling:Inspect

```
21 var onHeaders = require('on-headers');
22 var parseUrl = require('parseurl');
23 var signature = require('cookie-signature');
24 var uid = require('uid-safe').sync;
25
26 var Cookie = require('./session/cookie');
27 var MemoryStore = require('./session/memory');
28 var Session = require('./session/session');
29 var Store = require('./session/store');
30
31 // environment
32
33 var env = process.env.NODE_ENV;
34
35 /**
36  * Expose the middleware.
37  */
38
39 exports = module.exports = session;
40
41 /**
42  * Expose constructors.
43  */
44
45 exports.Store = Store;
46 exports.Cookie = Cookie;
47 exports.Session = Session;
48 exports.MemoryStore = MemoryStore;
49
50 /**
51  * Warning message for 'MemoryStore' usage in production.
52  * @private
53  */
54
55 var warning = 'Warning: connect.session() MemoryStore is not\n'
56   + 'designed for a production environment, as it will leak\n'
57   + 'memory, and will not scale past a single process.';
58
59 /**
60  * Node.js 0.8+ async implementation.
61  * @private
```

Autocannon: detalle en los archivos adjuntos en el Proyecto.

```
1 # Ejecutar el server con 0x
2
3 # Primero vamos a crear un usuario nuevo
4 # curl -X GET "http://localhost:8080/newUser?username=dani&password=qwerty123"
5
6 #Luego ejecutamos autocannon al endpoint de autenticacion bloqueante y no bloqueante
7 autocannon -c 50 -d 20 "http://localhost:8080/info"
8
```

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	20 ms	22 ms	45 ms	52 ms	24.58 ms	6.45 ms	89 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	1019	1019	2121	2201	1994.5	315.09	1019
Bytes/Sec	796 kB	796 kB	1.66 MB	1.72 MB	1.56 MB	247 kB	795 kB

Req/Bytes counts sampled once per second.

40k requests in 20.06s, 31.2 MB read

C:\Users\ysyste\Desktop\Curso-backend\Desafio\_32\server>autocannon -c 50 -d 20 http://localhost:8080/info

0X: Flame Graph:

