

CC Lab 2

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Section: G

SRN: PES2UG23CS405

1. Creating Folder with SRN and entering it:

```
> cd PES2UG23CS405_Lab2
~/Sem6/CC_Lab/PES2UG23CS405_Lab2
> █
```

2. Create venv:

```
> python3 -m venv .venv
> source .venv/bin/activate
~/Sem6/CC_Lab/PES2UG23CS405_Lab2
PES2UG23CS405_Lab2 > █
```

3. Installing required libraries:

```
> pip install -r requirements.txt
```

4. Initializing the DB:

```
> python3 insert_events.py
✓ Events inserted successfully!
~/Sem6/CC_Lab/PES2UG23CS405_Lab2
PES2UG23CS405_Lab2 > █
```

5. Running the Server:

```
> uvicorn main:app --reload
INFO: Will watch for changes in these directories: ['/Users/anshulparuchuri/Sem6/CC_Lab/PES2UG23CS405_Lab2']
INFO: Uvicorn running on http://127.0.0.1:8000 (Press CTRL+C to quit)
INFO: Started reloader process [35039] using StatReload
INFO: Started server process [35041]
INFO: Waiting for application startup.
INFO: Application startup complete.
█
```

6. Adding SRN in main.py:

```
7 app = FastAPI()
8 SRN = "PES2UG2XCS405"
9 templates = Jinja2Templates(directory="templates")
```

7. Making an account:

The screenshot shows a web browser window with the URL `http://localhost:8000/register`. The page title is "Fest Monolith" with subtext "FastAPI • SQLite • Locust". There are "Login" and "Create Account" buttons in the top right. The main content area features a "Create Account" form with the following elements:

- Create Account** header with a subtext: "Register to access the fest portal."
- Username** label and input field containing "PES2UG23CS405".
- Password** label and input field with masked characters ".....".
- Create Account** button.
- Link: "Already registered? [Login here](#)".

At the bottom left, it says "CC Week X • Monolithic Applications Lab".

8. Login:

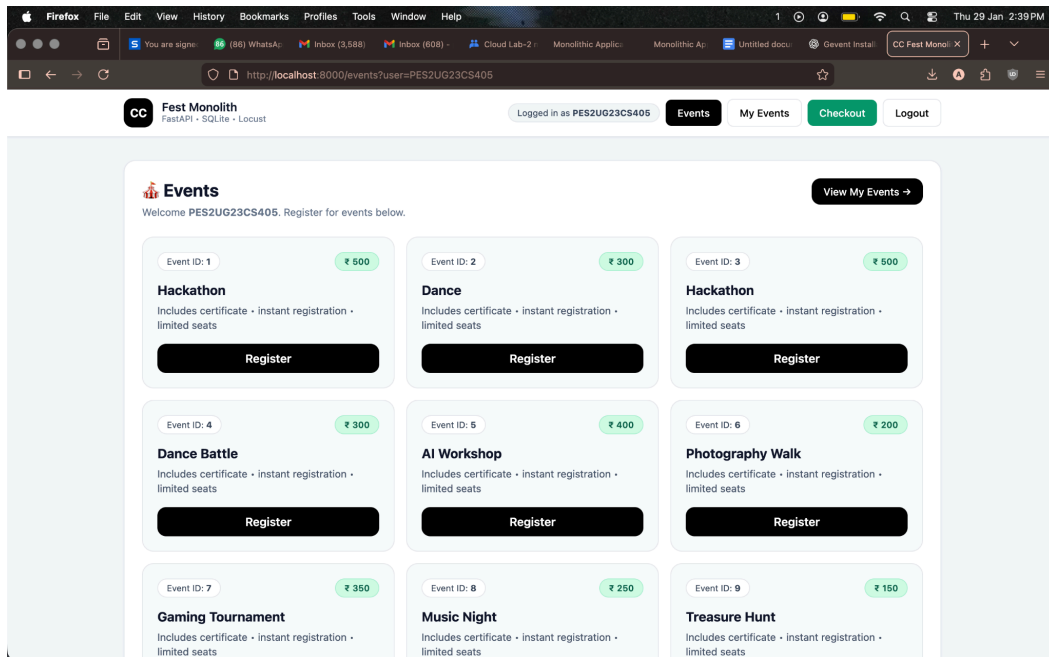
The screenshot shows a web browser window with the URL `http://localhost:8000/login`. The page title is "Fest Monolith" with subtext "FastAPI • SQLite • Locust". There are "Login" and "Create Account" buttons in the top right. The main content area features a "Login" form and a side panel:

- Login** header with a subtext: "Login to browse events, register, and checkout. This app is a monolith."
- Username** label and input field containing "PES2UG23CS405".
- Password** label and input field with masked characters ".....".
- Login** button.
- Link: "New user? [Create an account](#)".

- Why FastAPI in this Monolith?** side panel:
- Text: "FastAPI is modern, cloud-friendly and supports `async` endpoints, type-hint based validation and auto docs. But this application is still a **monolith** since all modules run together in one deployment unit."
- Optional:** Auto API docs: `/docs`

At the bottom left, it says "CC Week X • Monolithic Applications Lab".

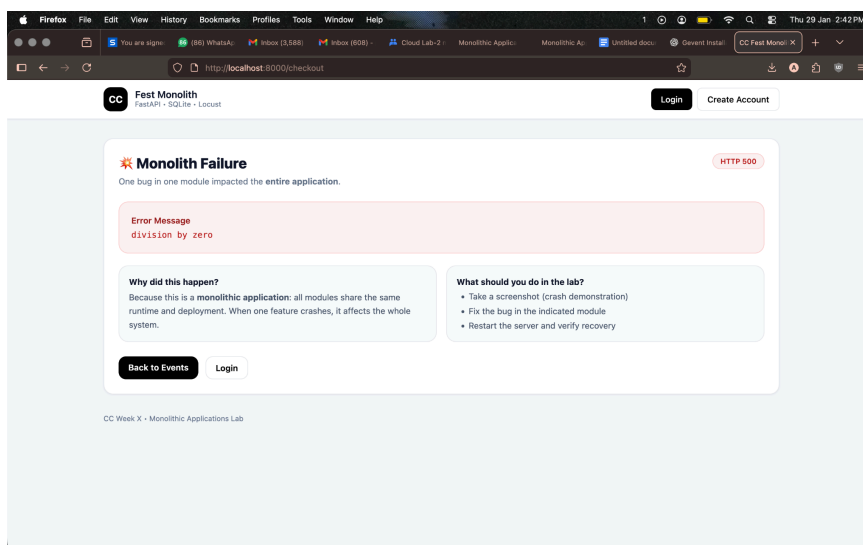
9. Events Page Loaded (SS1):



10. Checkout Page (SS2):

```
__init__.py X
PES2UG23CS405_Lab2 > checkout > __init__.py > checkout_logic
1 from database import get_db
2
3 def checkout_logic():
4     db = get_db()
5     db.row_factory = None
6
7     events = db.execute("SELECT fee FROM events").fetchall()
8
9     # Uncomment this line initially for the crash screenshot task
10    1 / 0
11
12    total = 0
13    for e in events:
14        fee = e[0]
15        while fee > 0:
16            total += 1
17            fee -= 1
18
19    return total
20
```

Uncommenting line 10



11. Fixing the Bug (SS3):

9

Uncomment this line initially for the crash screenshot task

10

1 / 0

Firefox

File Edit View History Bookmarks Profiles Tools Window Help

1

Thu 29 Jan 2:45 PM

You are signed in

(86) WhatsApp

Inbox (3,588)

Inbox (608)

Cloud Lab-2

Monolithic Application

Monolithic Application

Untitled document

Gevent Installation

CC Fest Monolith X

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http://localhost:8000/checkout

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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).

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12. Run Locust for Checkout:

```
> locust -f locust/checkout_locustfile.py
/Users/anshulparuchuri/Sem6/CC_Lab/PES2UG23CS405_Lab2/.venv/lib/python3.9/site-packages/urllib3/_init_.py:35: NotOpenSSLWarning: urllib3 v2 only supports OpenSSL 1.1.1+, currently the 'ssl' module is compiled with 'LibreSSL 2.8.3'. See: https://github.com/urllib3/urllib3/issues/3020
warnings.warn(
[2026-01-29 14:48:34,856] Anshuls-MacBook-Air/INFO/locust.main: Starting Locust 2.34.0
[2026-01-29 14:48:34,856] Anshuls-MacBook-Air/WARNING/locust.main: Python 3.9 support is deprecated and will be removed soon
[2026-01-29 14:48:34,862] Anshuls-MacBook-Air/INFO/locust.main: Starting web interface at http://0.0.0.0:8089, press enter to open your default browser.
```

13. Open Locust and Specify Parameters:

Monolith

Monolith

Untitled

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http://localhost:8089

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LOCUST

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Start new load test

Number of users (peak concurrency) *

1

Ramp up (users started/second) *

1

Host

http://localhost:8000

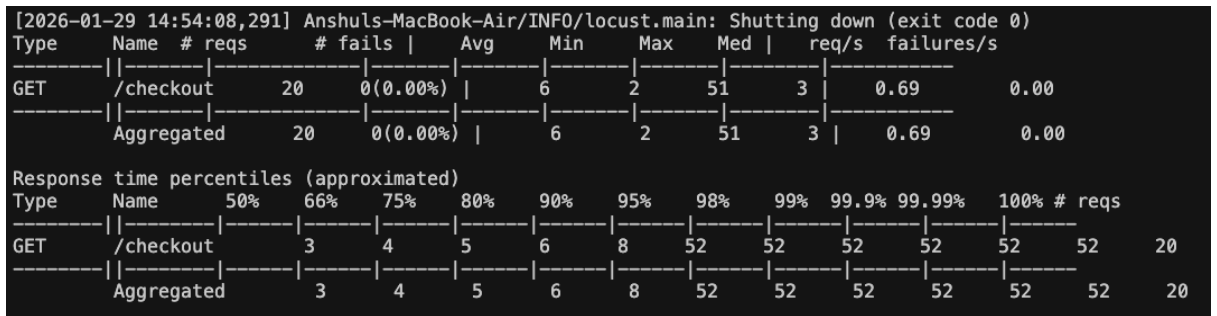
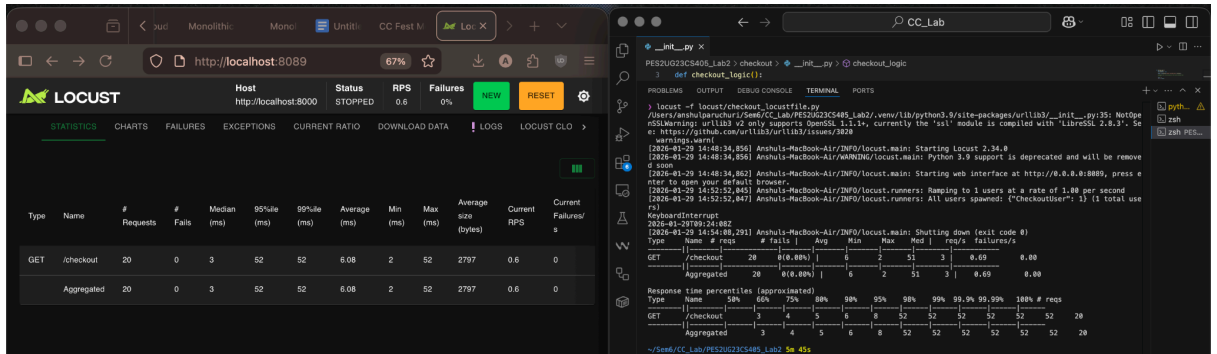
Advanced options

Run time (e.g. 20s, 20s, 3m, 2h, 1h20m, 3h30m10s, etc.)

30s

START

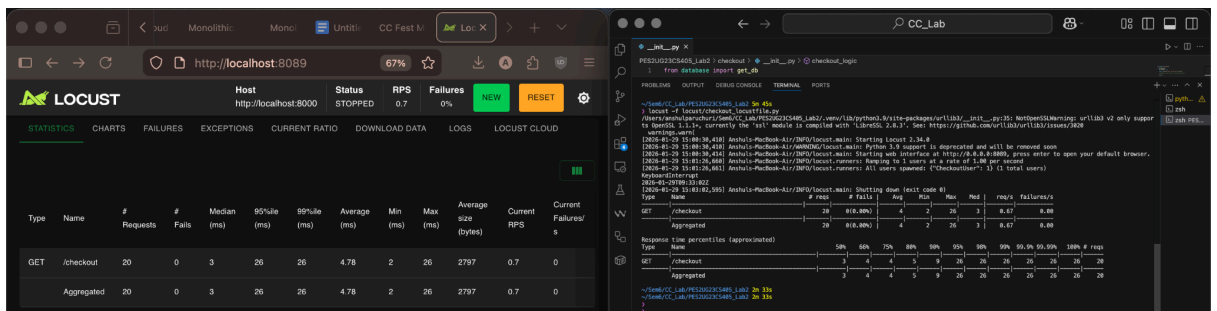
14. Screenshot of Terminal and Locust Dashboard (SS4):



15. Updating checkout/___init___py:

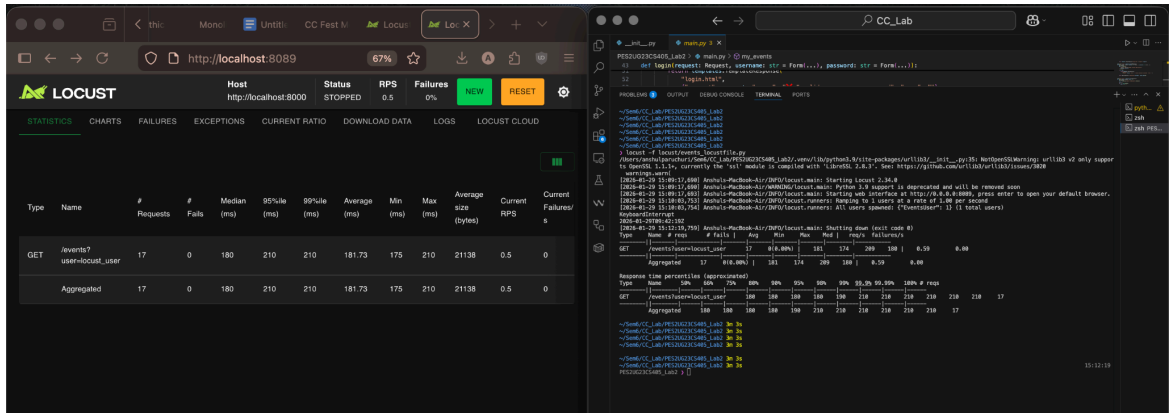
```
__init__.py
PES2UG23CS405_Lab2 > checkout > __init__.py > checkout_logic
1 from database import get_db
2
3 def checkout_logic():
4     db = get_db()
5     db.row_factory = None
6
7     events = db.execute("SELECT fee FROM events").fetchall()
8
9     # Uncomment this line initially for the crash screenshot task
10    # 1 / 0
11
12    total = 0
13    for e in events:
14        total = 0
15        for e in events:
16            total += e[0]
17
18    return total
```

16. Re-running Locust (SS5):



Observation: Avg. Response time reduced from 6.08ms to 4.78ms after optimization. Requests/second increased from 0.6 to 0.7

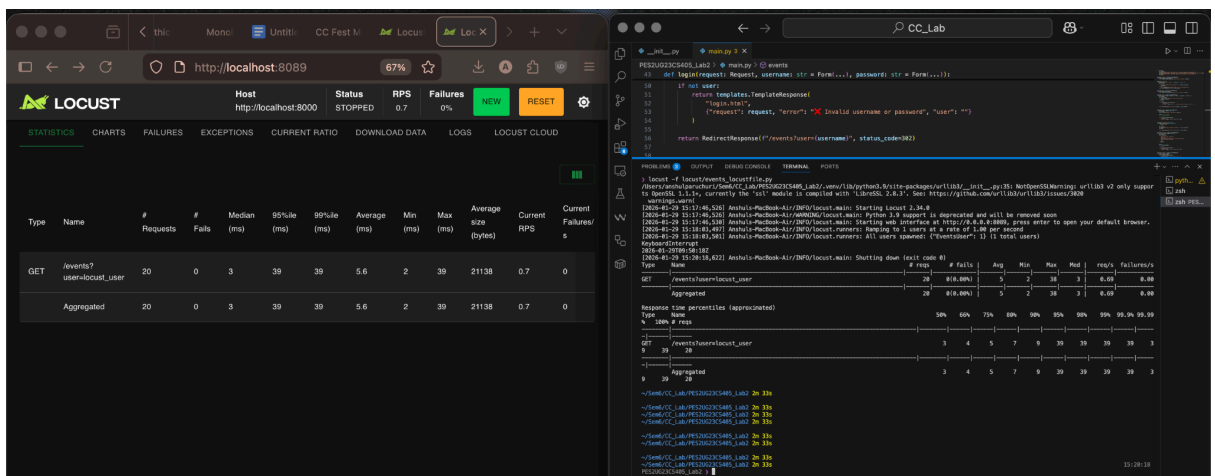
17. events Before Optimization (SS6):



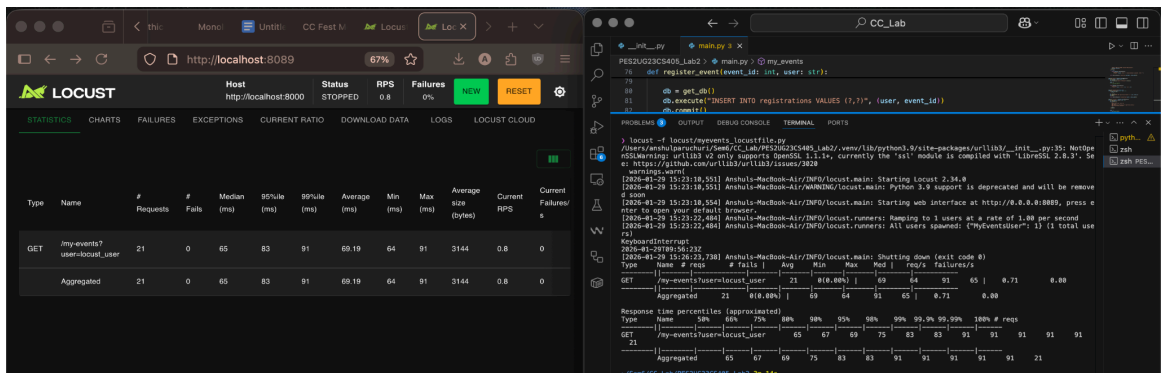
18. Optimizing the code:

```
65 waste = 0
66 # for i in range(3000000):
67 #     waste += i % 3
```

19. Events After Optimization (SS7):



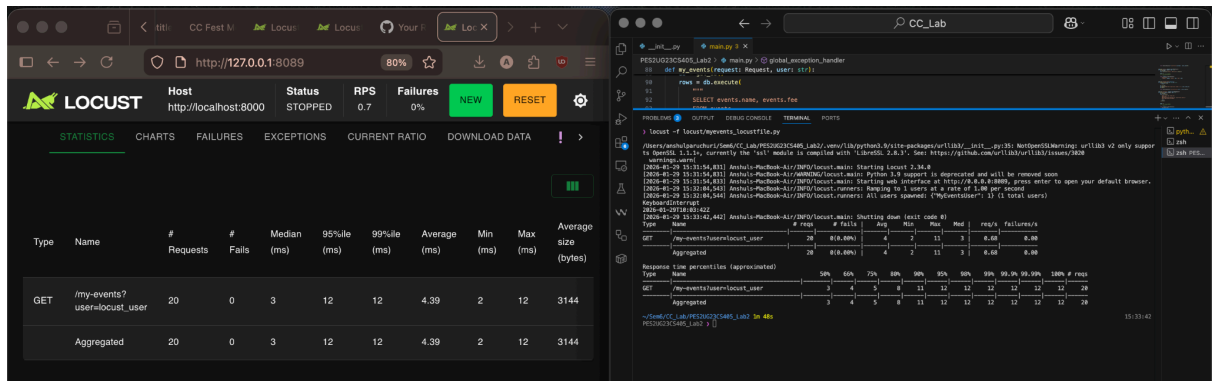
20. my_events Before Optimization (SS8):



21. Updating my_events:

```
102     # for _ in range(1500000):
103     #     dummy += 1
```

22. My_events After Optimization (SS9):



Questions (events):

1. What was the Bottleneck?
A dummy loop running 3000000 times caused the bottleneck.
2. What changes did you make?
Remove the dummy loop
3. Why did the performance improve?
The performance improved because the dummy loop was not run

Average dropped from 181.73ms to 5.6ms

Questions (my_events):

1. What was the Bottleneck?
A dummy loop running 1500000 times caused the bottleneck.
2. What changes did you make?
Remove the dummy loop
3. Why did the performance improve?
The performance improved because the dummy loop was not run

Average dropped from 69.19ms to 4.39ms