

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  
Collecting requests  
  Downloading requests-2.27.0-py3-none-any.whl (22 kB)
```

4. Initializing the DB:

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

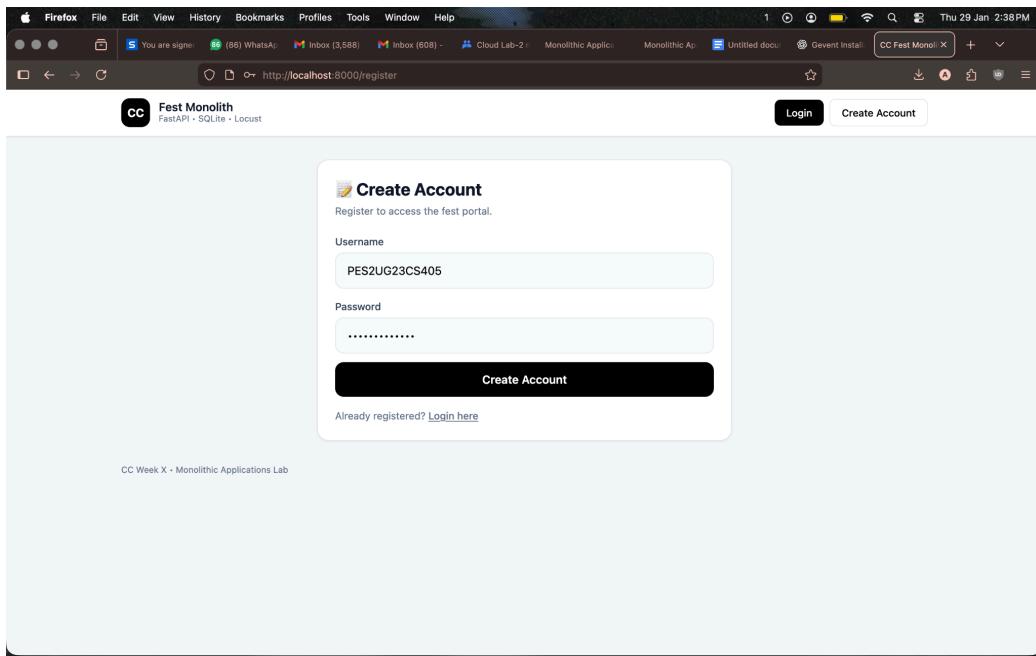
5. Running the Server:

```
> 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.  
█
```

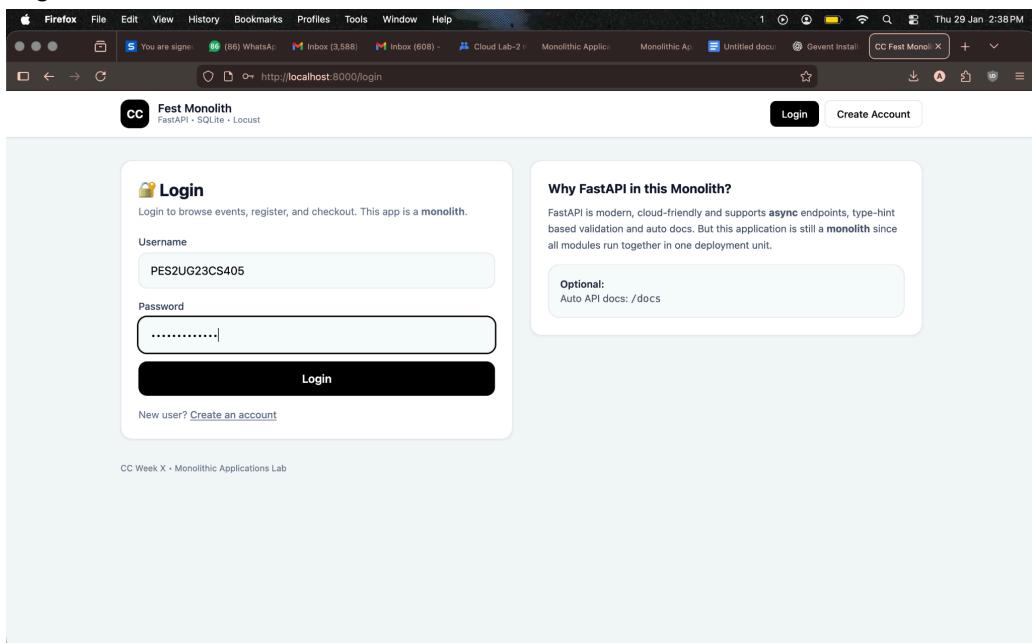
6. Adding SRN in main.py:

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

7. Making an account:



8. Login:



9. Events Page Loaded (SS1):

Event ID	Name	Fees	Description	Action
1	Hackathon	₹ 500	Includes certificate • instant registration • limited seats	Register
2	Dance Battle	₹ 300	Includes certificate • instant registration • limited seats	Register
3	Hackathon	₹ 500	Includes certificate • instant registration • limited seats	Register
4	Gaming Tournament	₹ 300	Includes certificate • instant registration • limited seats	Register
5	AI Workshop	₹ 400	Includes certificate • instant registration • limited seats	Register
6	Photography Walk	₹ 200	Includes certificate • instant registration • limited seats	Register
7	Music Night	₹ 350	Includes certificate • instant registration • limited seats	Register
8	Treasure Hunt	₹ 150	Includes certificate • instant registration • limited seats	Register

10. Checkout Page (SS2):

```

__init__.py
PE52UG23CS405_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

Monolith Failure
One bug in one module impacted the entire application.

Error Message
division by zero

Why did this happen?
Because this is a monolithic application: all modules share the same runtime and deployment. When one feature crashes, it affects the whole system.

What should you do in the lab?

- Take a screenshot (crash demonstration)
- Fix the bug in the indicated module
- Restart the server and verify recovery

[Back to Events](#) [Login](#)

11. Fixing the Bug (SS3):

```
9      # Uncomment this line initially for the crash screenshot task
10     # 1 / 0
```

Fest Monolith
FastAPI + SQLite + Locust

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).

12. Run Locust for Checkout:

```
> locust -f locust/checkout_locustfile.py
/Users/anshulparuchuri/Sem6/CC_Lab/PES2UG3CS405_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:

LOCUST

Start new load test

Number of users (peak concurrency)*
1

Ramp up (users started/second)*
1

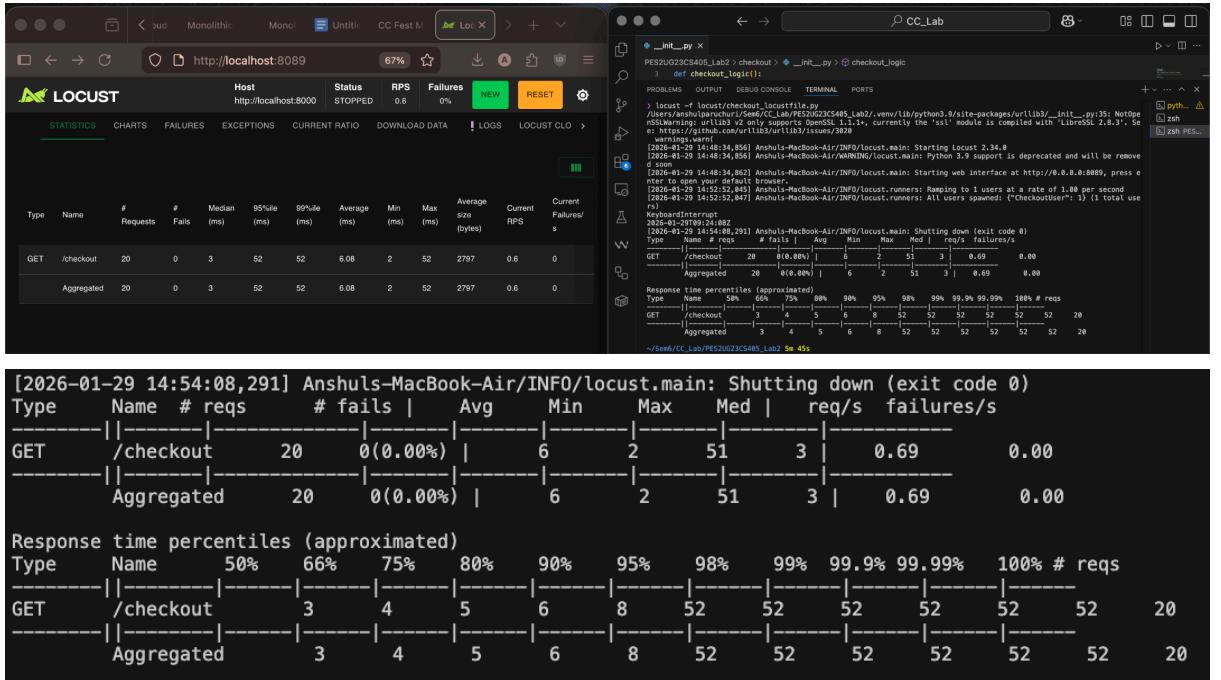
Host
http://localhost:8000

Advanced options

Run time (e.g. 20, 20s, 3m, 2h, 1h20m, 3h30m10s, etc.)
30s

START

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

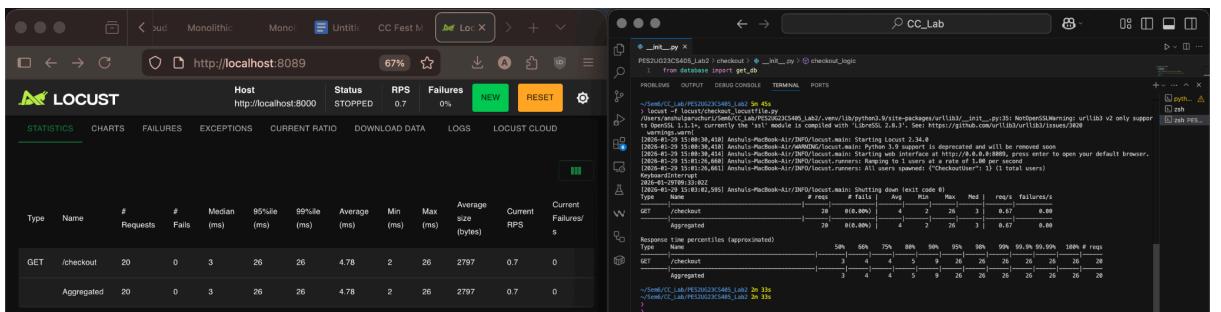


15. Updating checkout/__init__.py:

```
__init__.py

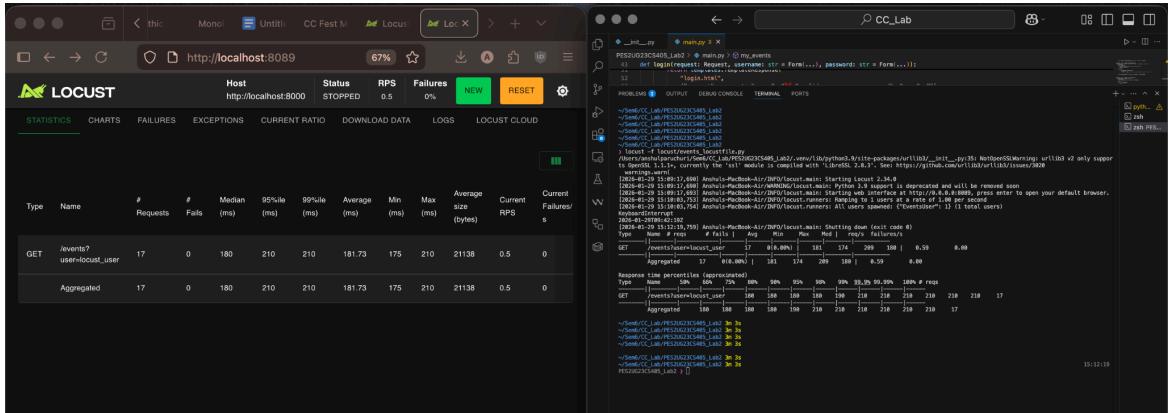
PES2UG23CS405_Lab2 > checkout > __init__.py > checkout_logic
1   from database import get_db
2
3   def checkout_logic():
4       db = get_db()
5       db.row_factory = None
6
7       events = db.execute("SELECT fee FROM events").fetchall()
8
9       # Uncomment this line initially for the crash screenshot 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
19      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

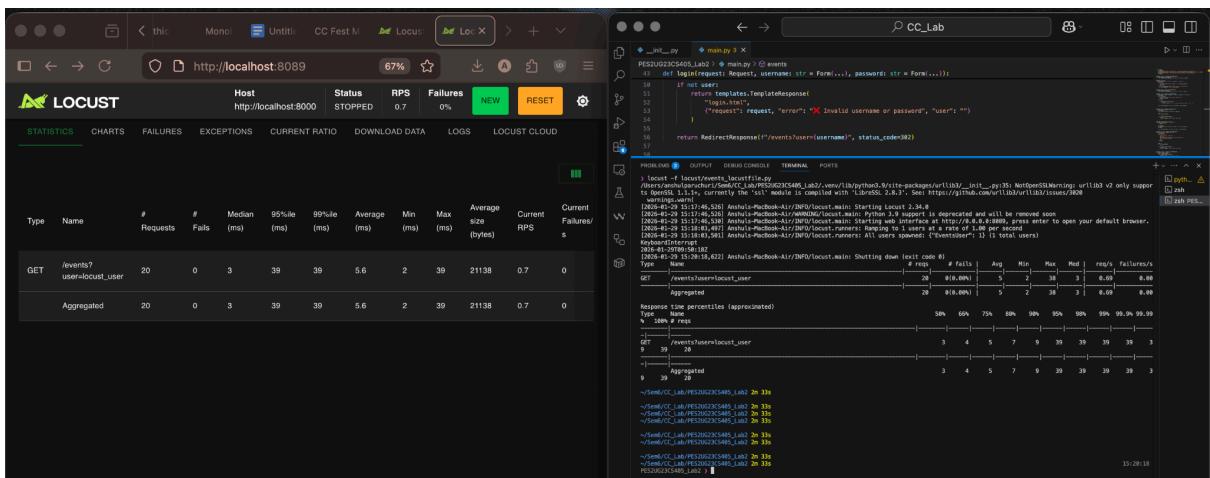
17. events Before Optimization (SS6):



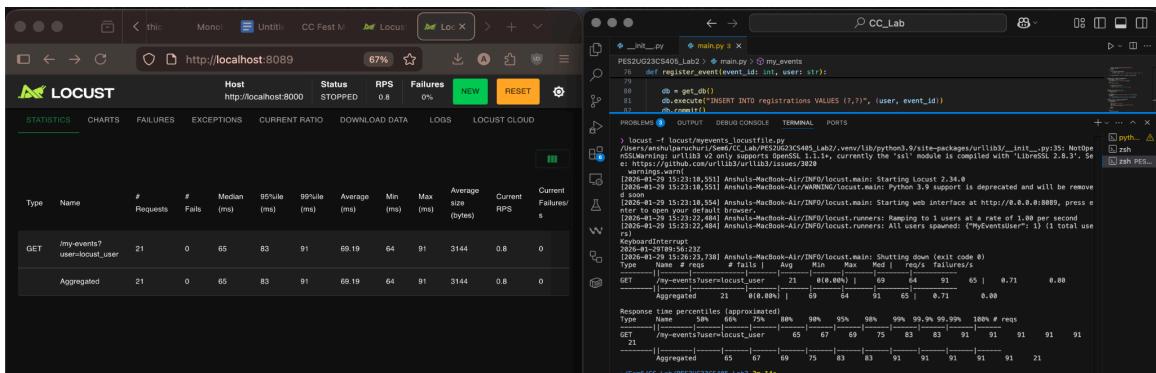
18. Optimizing the code:

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

19. Events After Optimization (SS7):



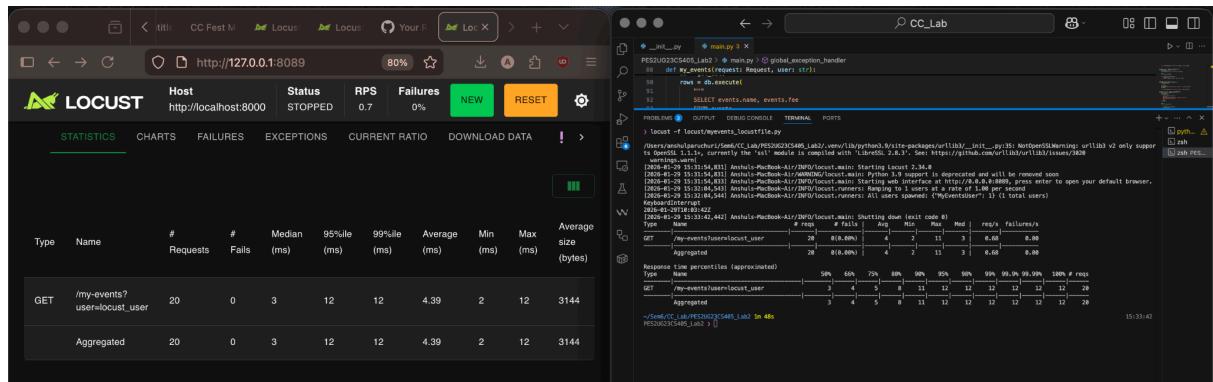
20. my_events Before Optimization (SS8):



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