

sunlight999

Scénario 50 utilisateurs

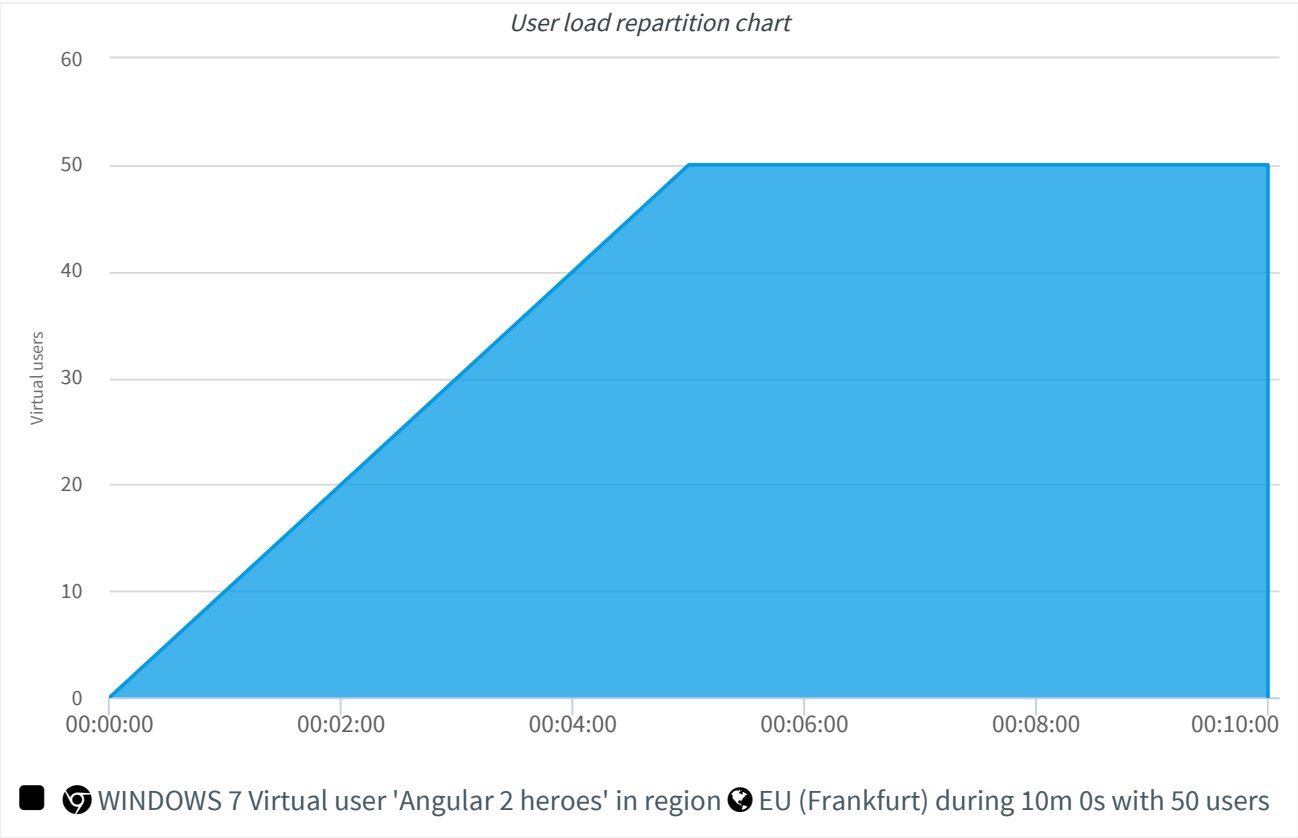
Table of Contents

Index	Chapter
<u>1.</u>	Test Summary
<u>2.</u>	Statistics summary
<u>3.</u>	Results Summary
<u>3.1.</u>	Hit rate and response time under load
<u>3.2.</u>	Request details
<u>4.</u>	Result breakdown
<u>4.1.</u>	Response time and percentiles
<u>4.2.</u>	Throughput
<u>5.</u>	Error Details

1. Test Summary

This document presents the load testing report of the project: Project 0. The test started at 09/16/2016, 08:52:55 and lasted for 10m 0s.

The user load was distributed as defined in the scenario: Scénario 50 utilisateurs.



2. Statistics summary

This chapter presents the global statistics summary.



Hits count

6336 hits



Errors count

583 errors



Avg. response time

0.419 sec



Latency standard deviation

0.058 sec



Throughput rate

787.5 KB/sec

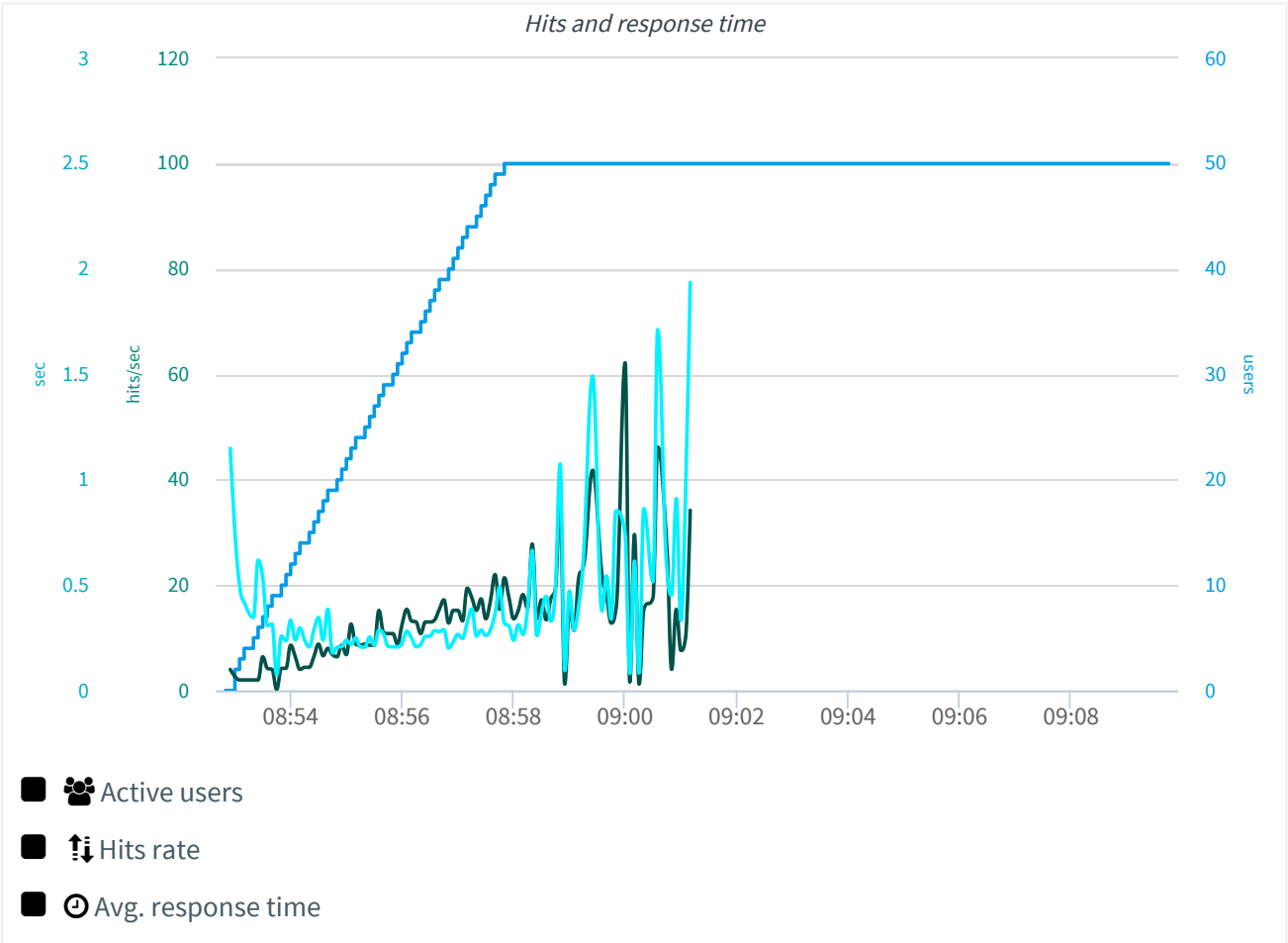


Total throughput

380.7 MB

3. Results Summary

3.1. Hit rate and response time under load

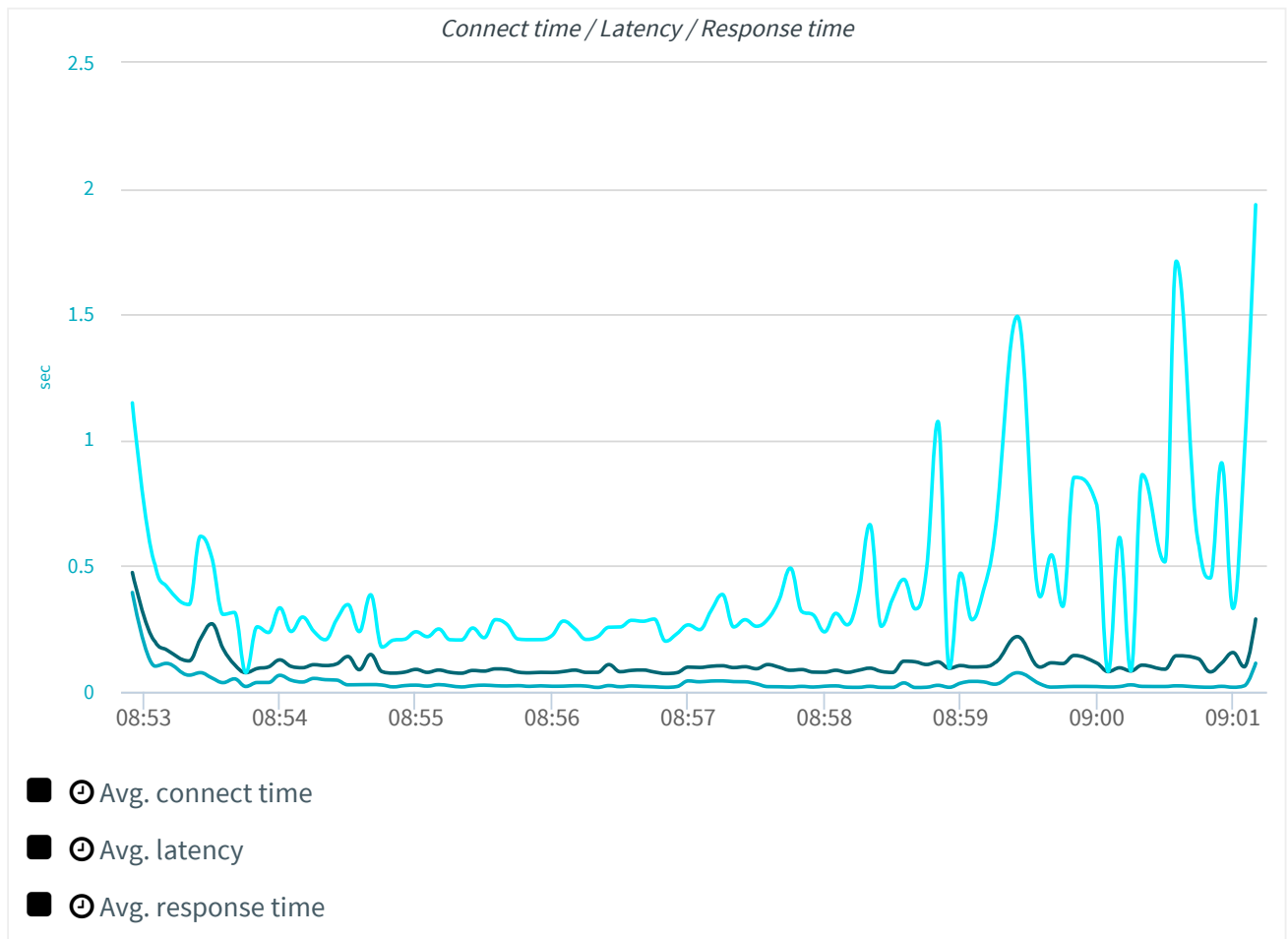


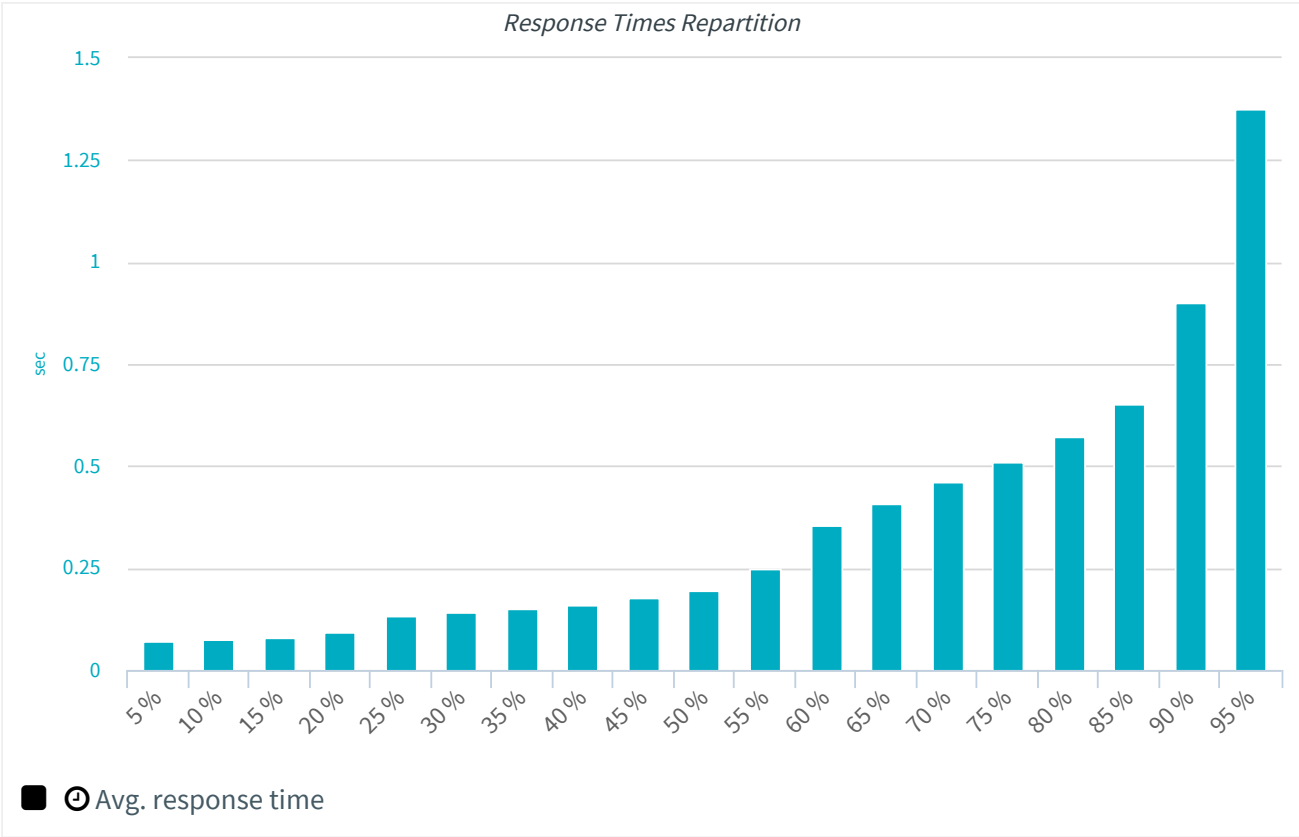
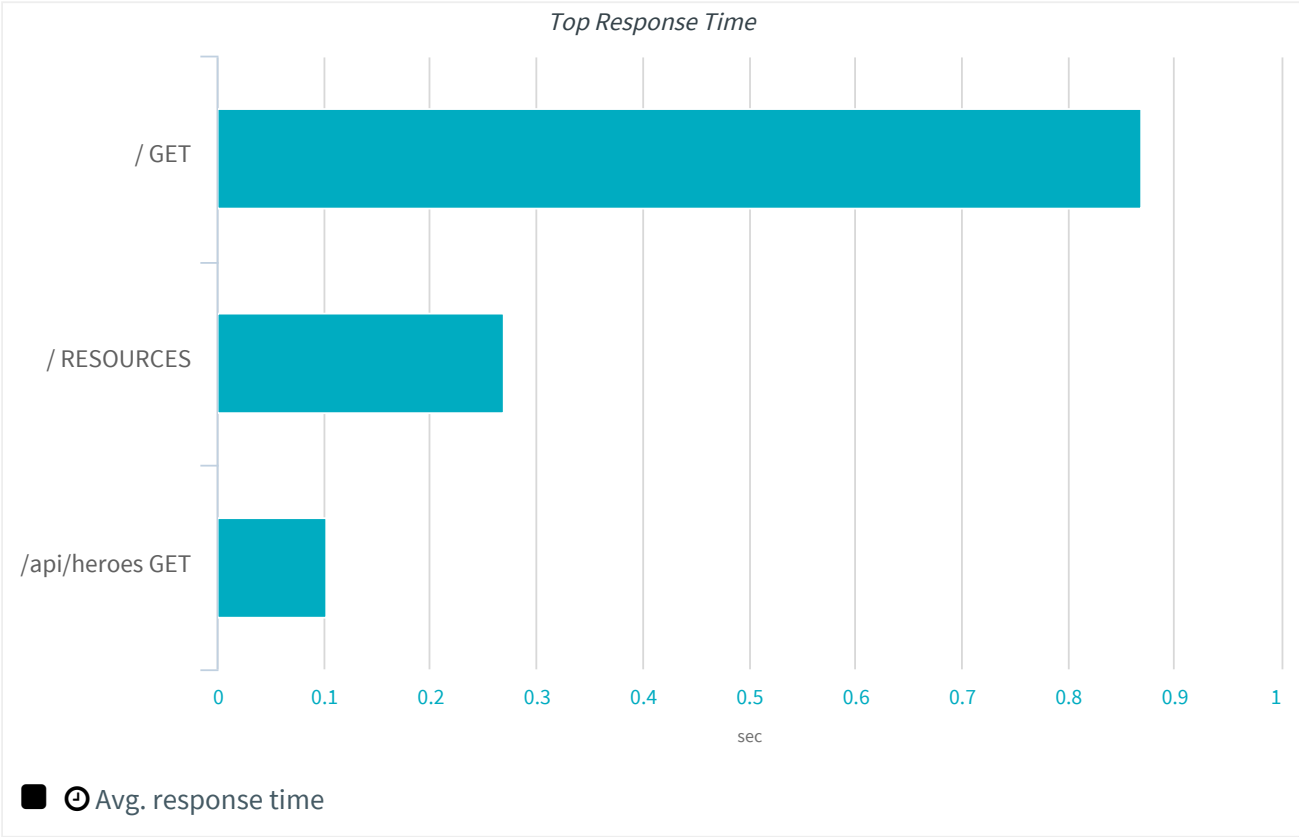
3.2. Request details

Action	Results			
	Avg. response time (sec) ▼	Response time percentile 90 (sec)	Hits count (hits)	Errors count (errors)
📄 /	0.869	1.777	580	0
📄 /	0.27	0.496	5220	583
📄 /api/heroes	0.102	0.144	536	0
Total Items: 3				

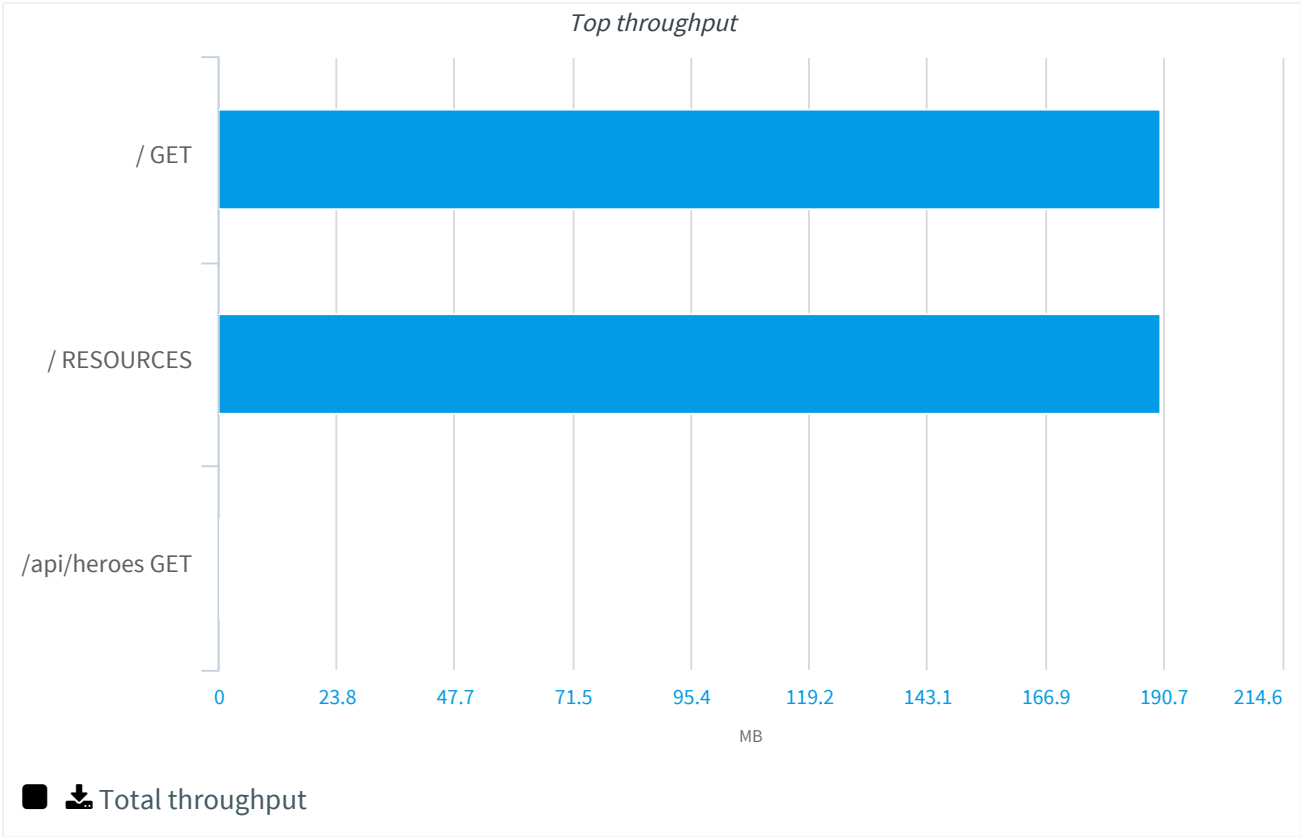
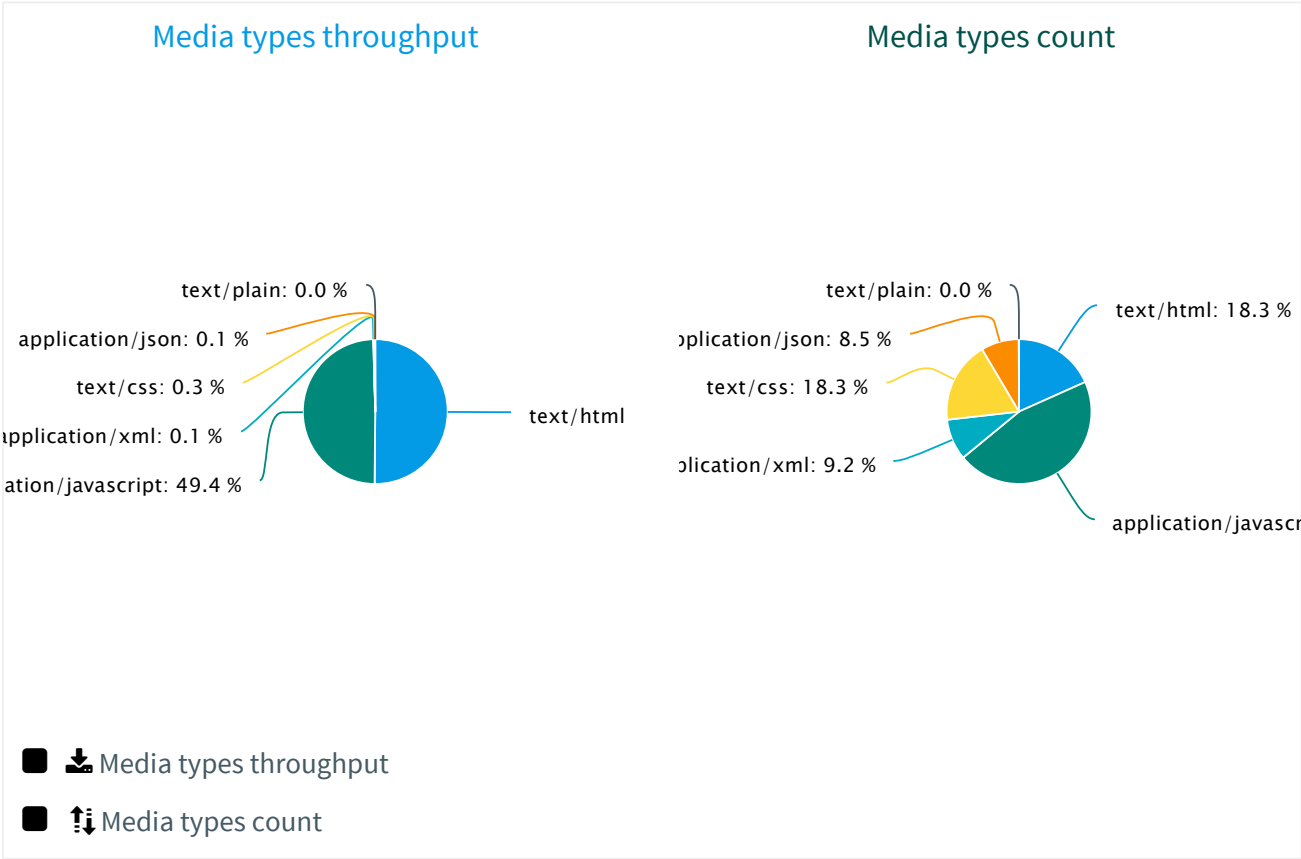
4. Result breakdown

4.1. Response time and percentiles



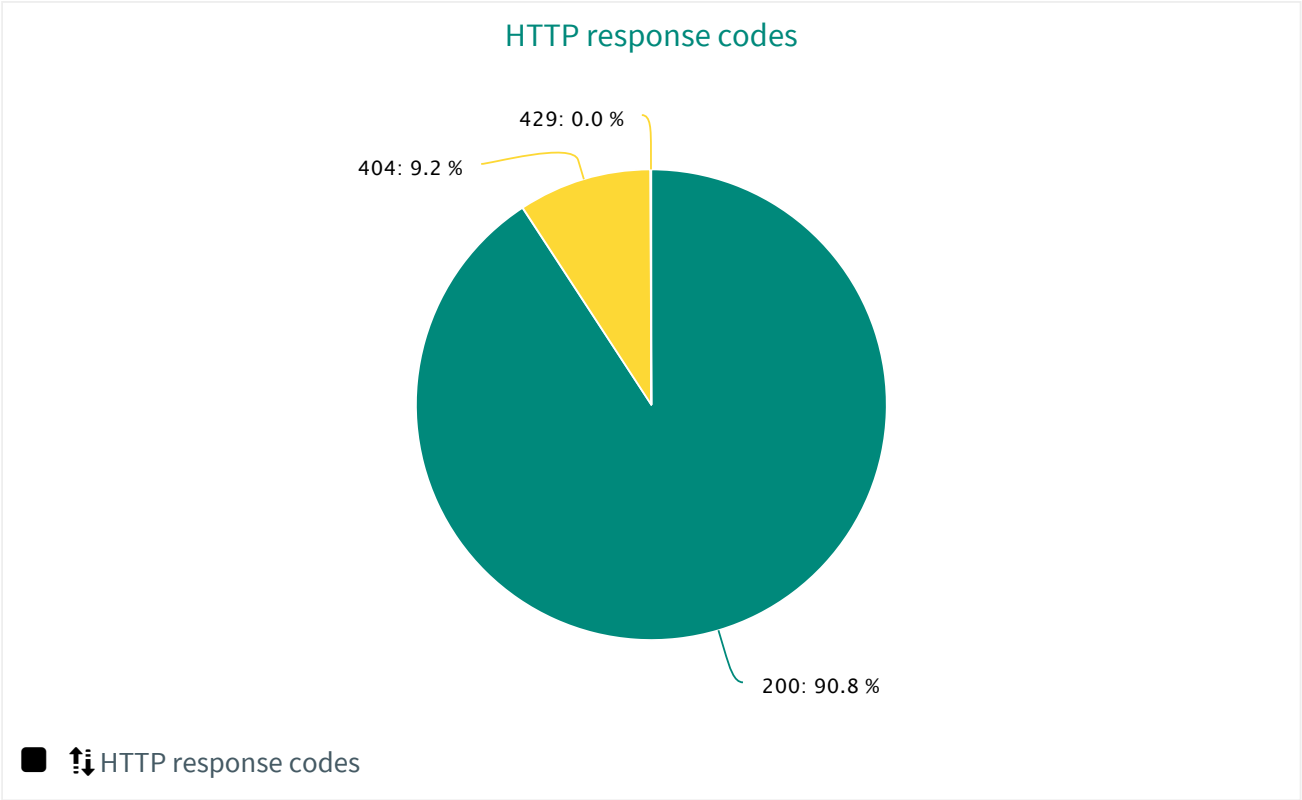
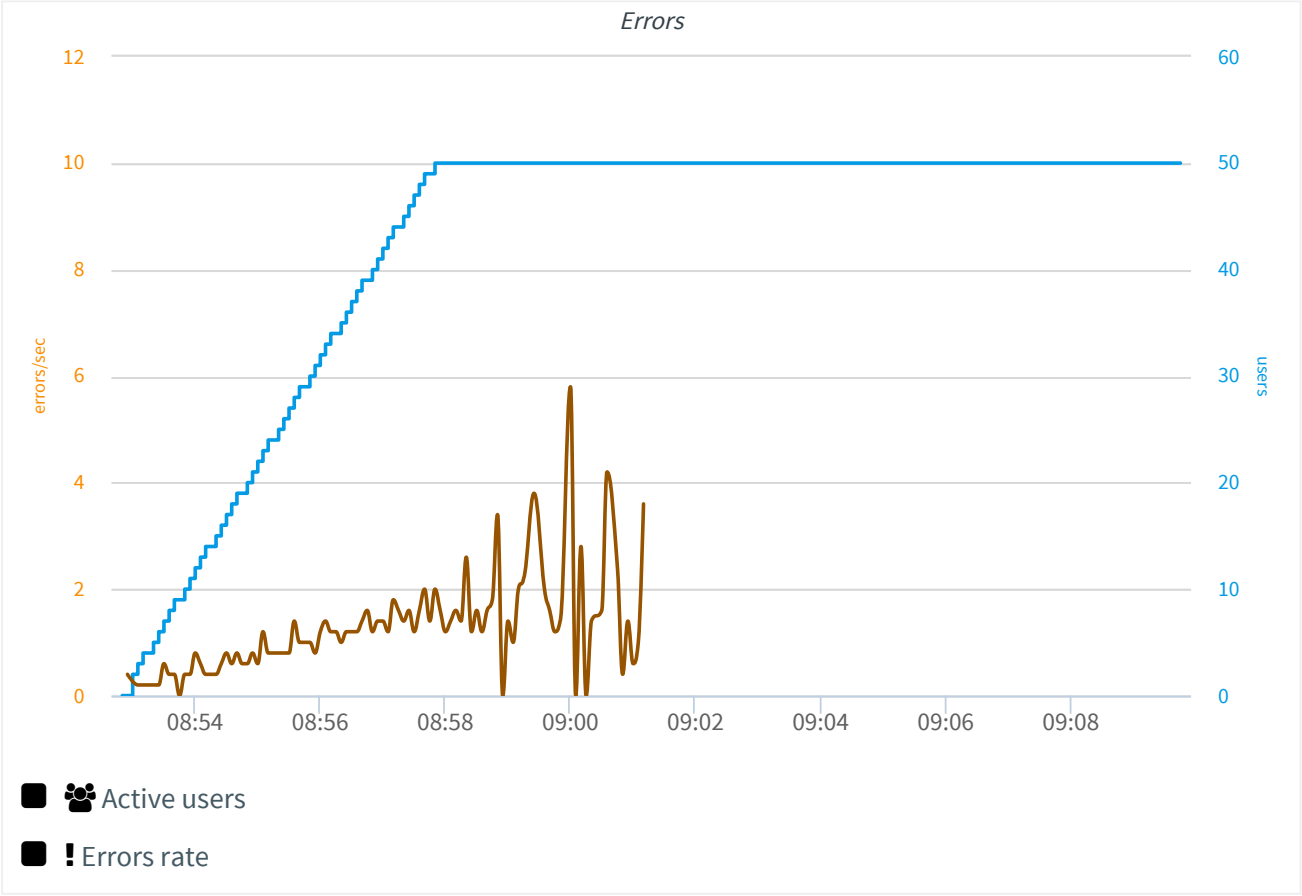












4.2. Throughput



5. Error Details

This chapter presents the error rate and detailed errors.



Errors		
Time ▲	Action	Error
09/16/2016, 08:52:58	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:02	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:08	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:14	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:20	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:26	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:32	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:32	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:34	 /	HTTP Status code: 404 Not Found
09/16/2016, 08:53:38	 /	HTTP Status code: 404 Not Found
Total Items: 50		

Appendix

Glossary

- **Active users/User Load:** Number of active users as defined in the load test scenario.
- **Assertions:** Count of assertions in error, failed, or successful. Assertions in error or failed lets you know that your servers did not answer as you expected.
- **Connect Time:** Time between the request and the server connection. This represents the time it took to establish the connection, including SSL handshake.
- **Containers:** Logical action which lets you group a set of requests. Usually containers correspond to a screen or web page for a better readability of the results.
- **Errors:** Count or rate of errors that occurred. Errors may happen if your virtual user is not properly designed. Otherwise, errors may be the sign that your servers are overloaded.
- **Hits:** Count or rate of hits (requests) that occurred. Hits indicate the level of load simulated to the server during the test. They should be inversely proportional to the response time.
- **HTTP Response code:** Code sent by the server indicating the status of the response to an http request. As a general rule, codes such as 1XX, 2XX and 3XX indicate a success whereas codes starting with 4XX or 5XX indicate a failure.
- **Latency:** Time between the request and the first response byte. This measures the latency from just before sending the request to just after the first response has been received. This includes all the processing to assemble the request as well as the first part of the response.
- **Percentile:** A percentile (or a centile) is a measure used in statistics indicating the value below which a given percentage of observations in a group of observations fall.
- **Response time:** Time between the request and the end of the response. Also called server response time because it does not includes the client rendering time. The response time includes both the latency and the connect time.
- **Standard deviation:** Simply the square root of the variance. It's easier to compare to other metric types using a common unit.
- **Throughput:** Bit rate in Bytes per second. Amount of data exchanged between the simulated clients and the servers.
- **Variance:** The variance quantifies the dispersion of the metric. A variance close to 0 indicates that the metric values tend to be very close to the mean, while a high variance indicates that the values are spread out over a wider range. Its unit is the square of the metric unit.