

QA

# Lagoon Triggerfish

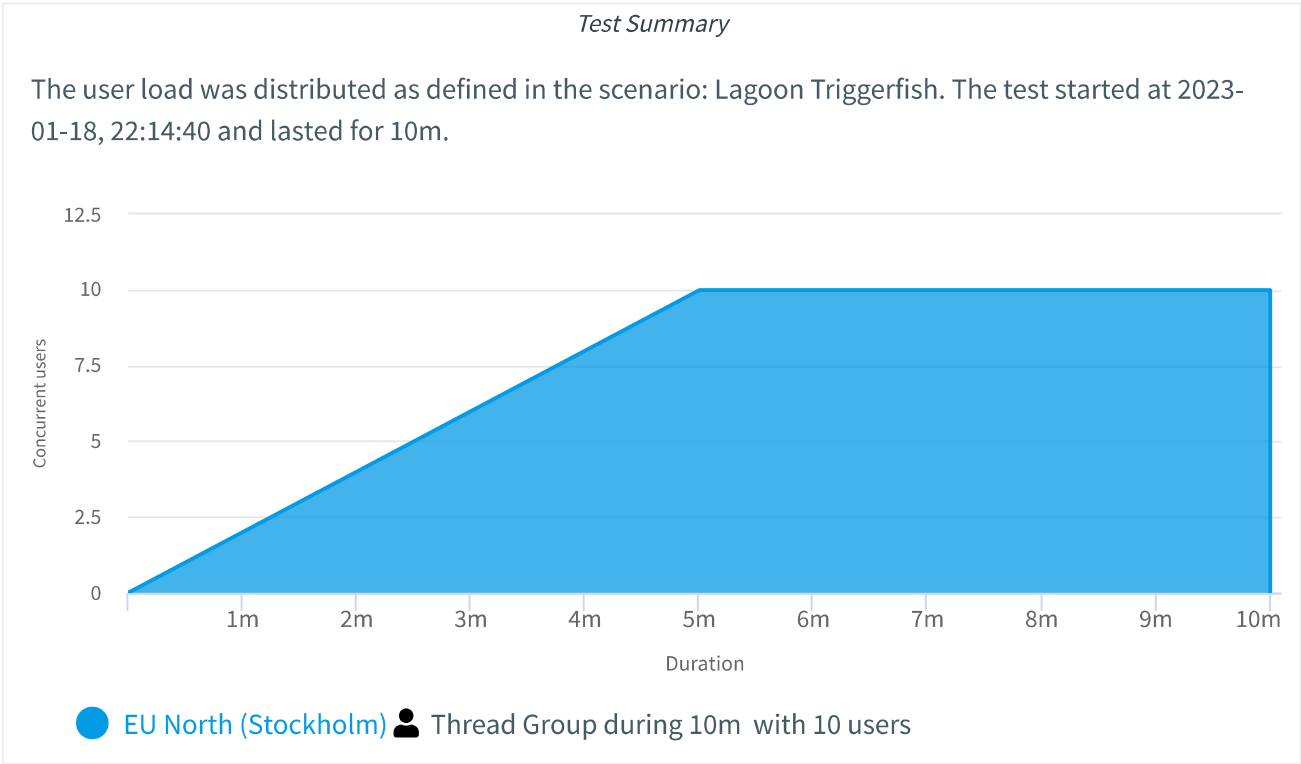
2023-01-18, 22:14:24







Result: Lagoon Triggerfish - 10 VUs - 2023-01-18 19:14 UTC

# Table of Contents

Index	Chapter
<a href="#">1.</a>	Test Summary
<a href="#">2.</a>	Results Summary
<a href="#">2.1.</a>	Hit rate and response time under load
<a href="#">2.2.</a>	Request details
<a href="#">3.</a>	Result breakdown
<a href="#">3.1.</a>	Response time and percentiles
<a href="#">3.2.</a>	Throughput
<a href="#">4.</a>	Response Codes Distribution

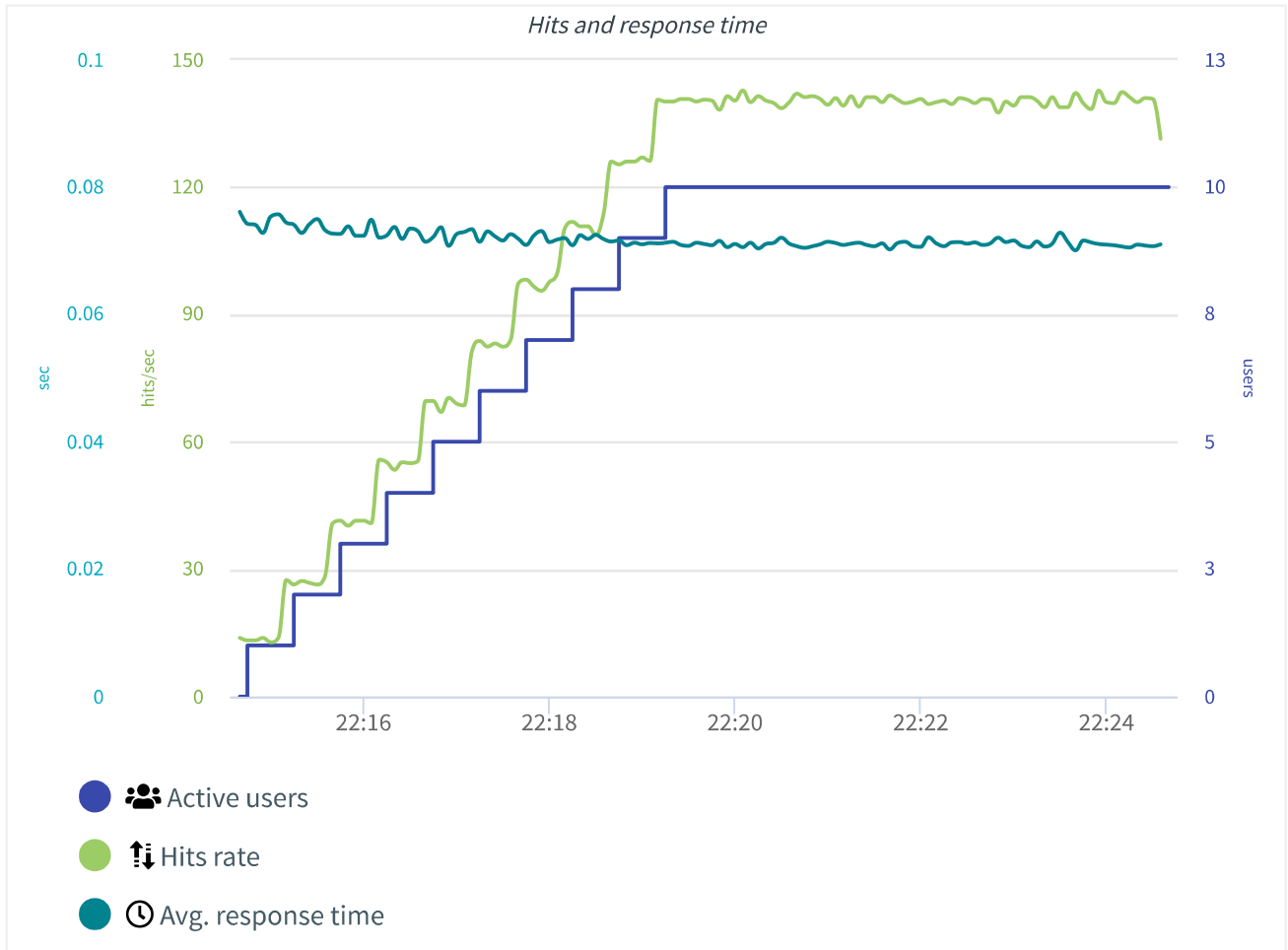
## 1. Test Summary



Statistics summary	
	Hits count 64976 hits
	Errors count 0 errors
	% Errors <div><div></div>0 %</div>
	Avg. response time <div><div></div>0.072 sec</div>
	Latency standard deviation 0.031 sec
	Received Bytes rate 69.6 KB/sec

## 2. Results Summary

### 2.1. Hit rate and response time under load



## 2.2. Request details

Results tree					
	Action	Avg. response time (sec)	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
	<input type="text"/>				
	EU North (Stockh...				
	getToken	0.115	0.118	21662	0
	getWorkspace	0.046	0.048	21658	0
	updateWorksp...	0.054	0.055	21656	0
	* User Defined V...				
	* tokenPost				
Total Items: 6					
	Avg. response time				
	Response time percentile 90				
	Hits count				
	% Errors				

Action	Results			
	Avg. response time (sec) ▾	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
<input type="text"/>				
🔑 getToken	0.115	0.118	21662	0
🔄 updateWorkspace	0.054	0.055	21656	0
📄 getWorkspace	0.046	0.048	21658	0

Total Items: 3

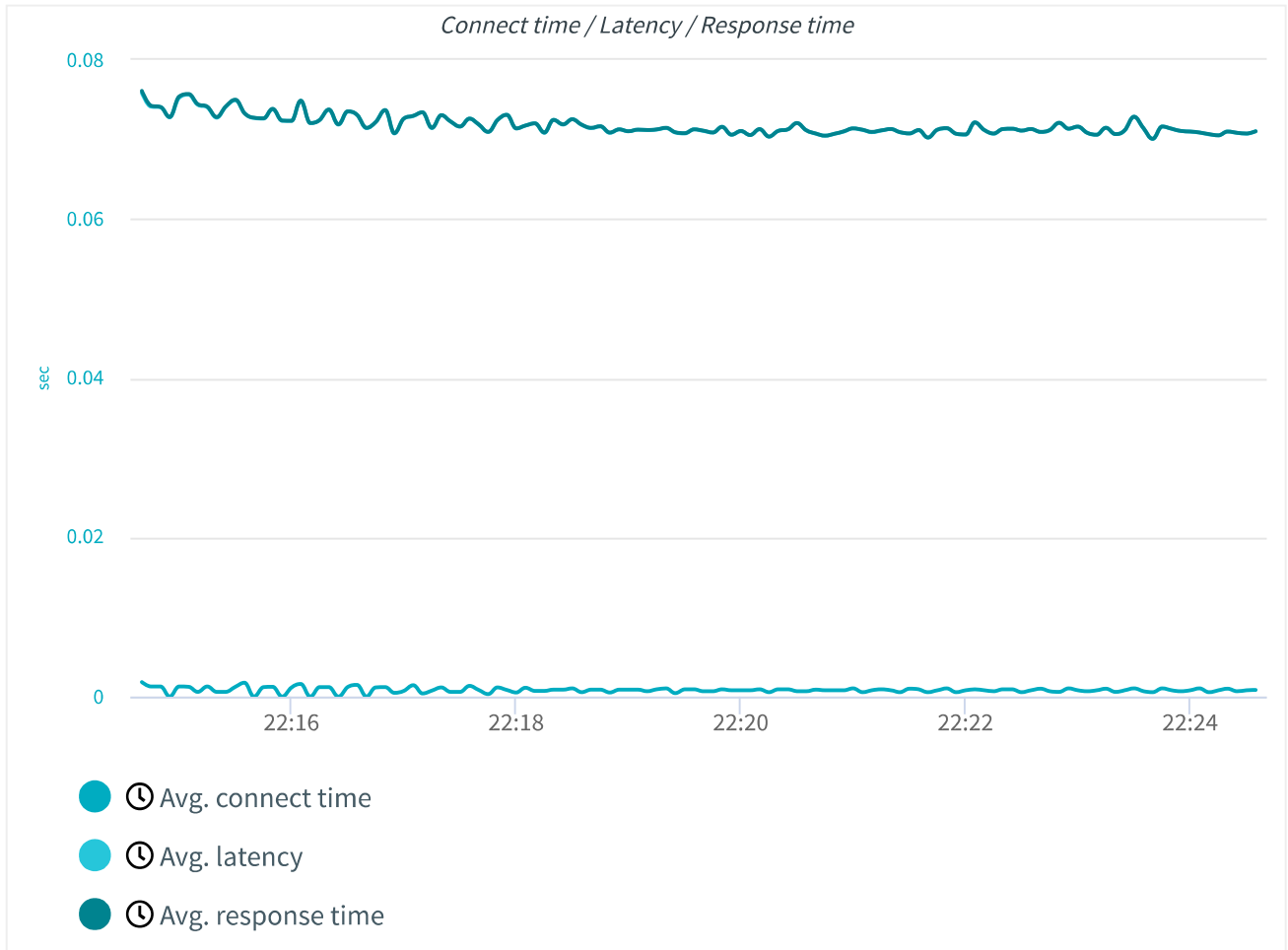
- 🕒 Avg. response time
- 🕒 Response time percentile 90
- 📊 Hits count
- 🔴 % % Errors

Threshold alarms
🚫 No threshold alarms.

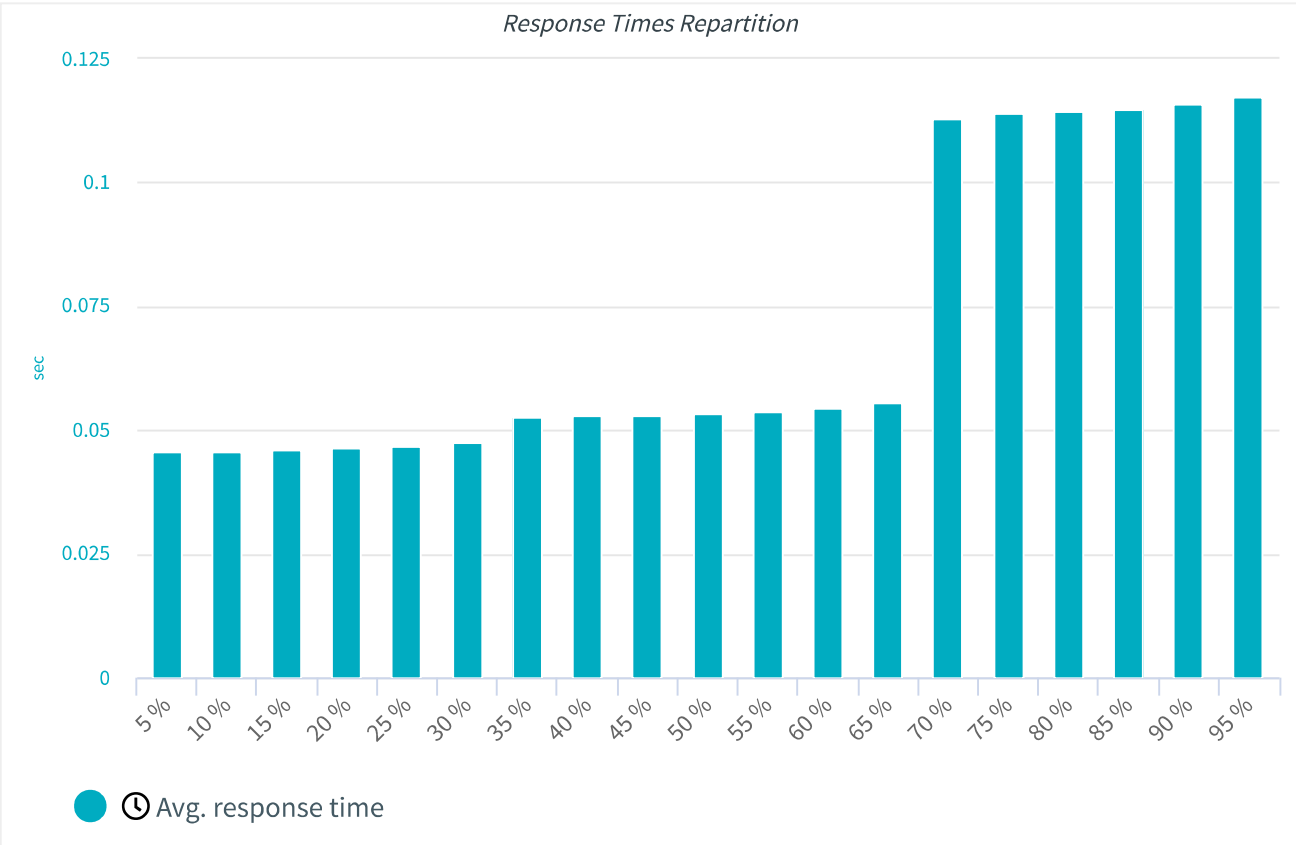
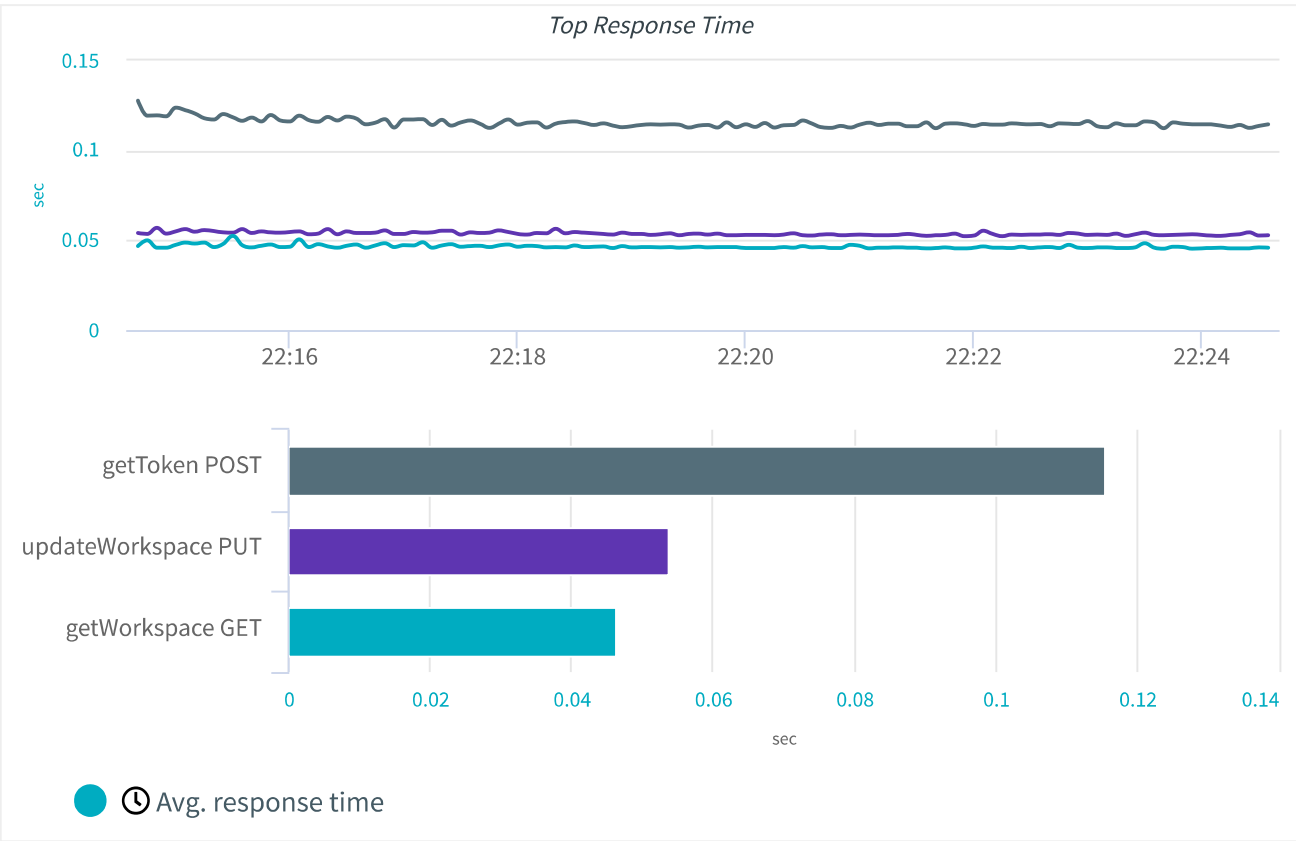


## 3. Result breakdown

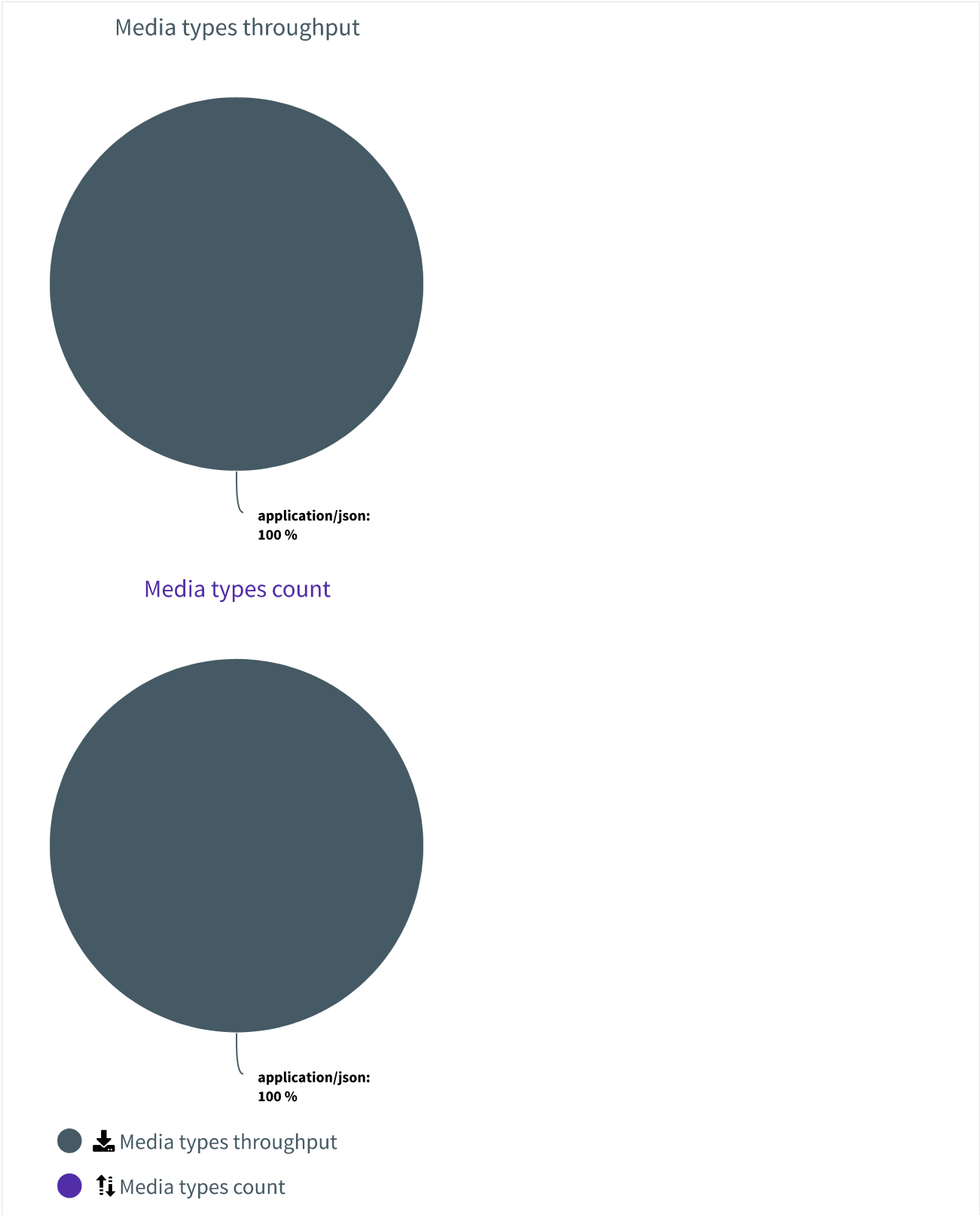
### 3.1. Response time and percentiles

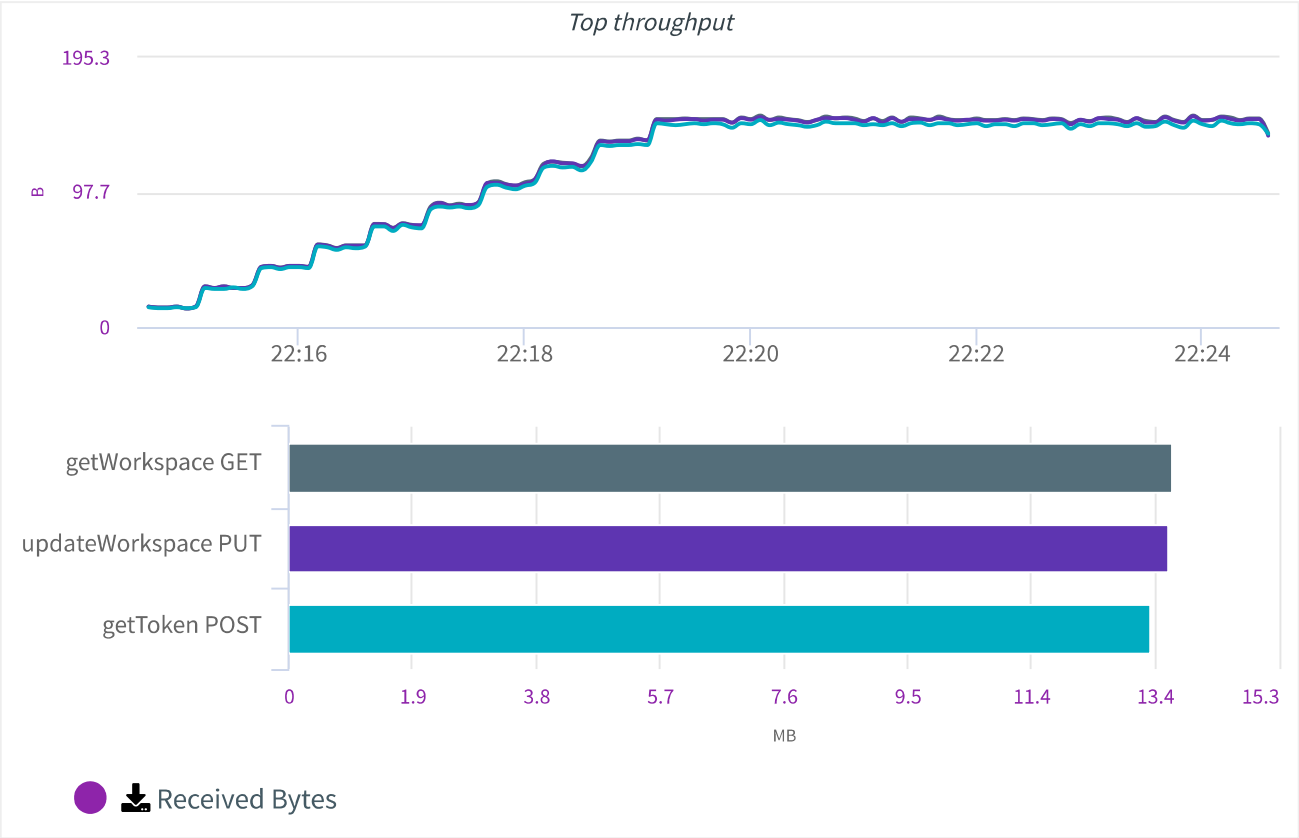






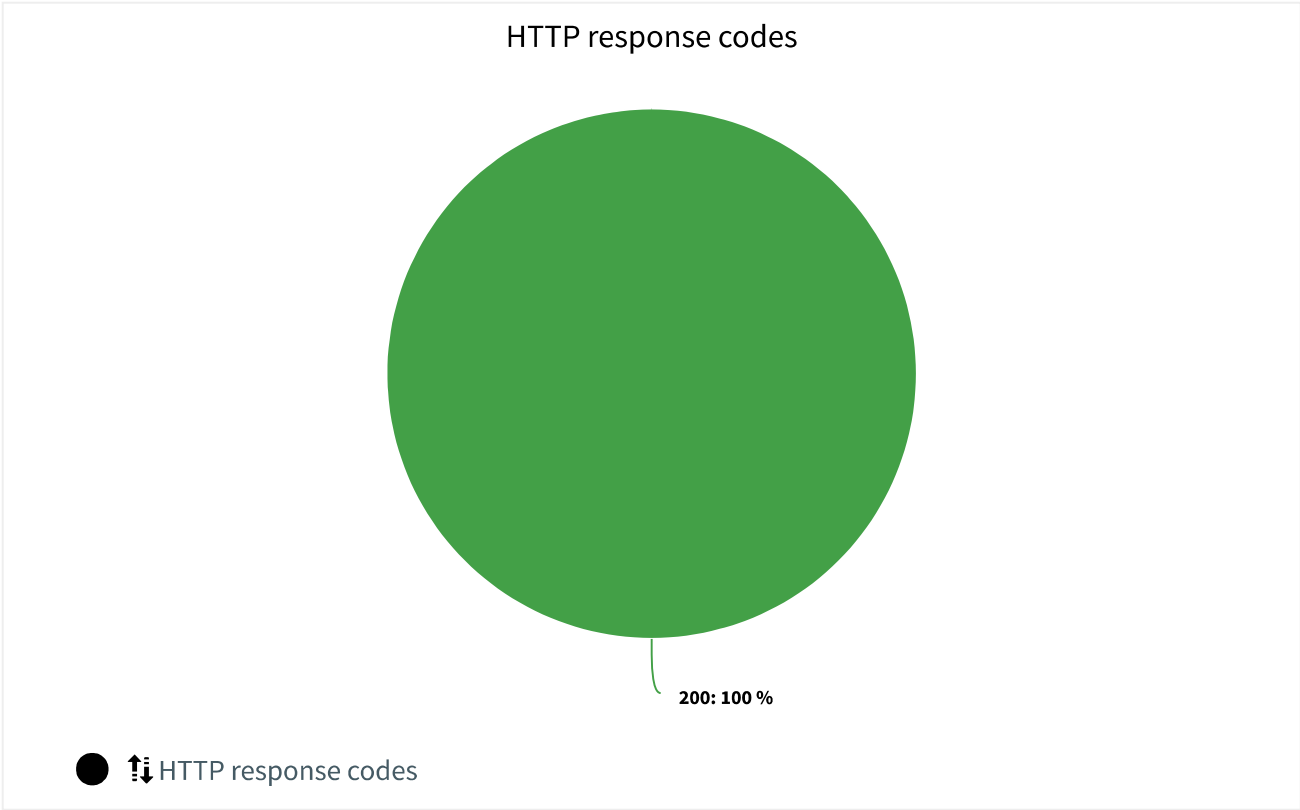
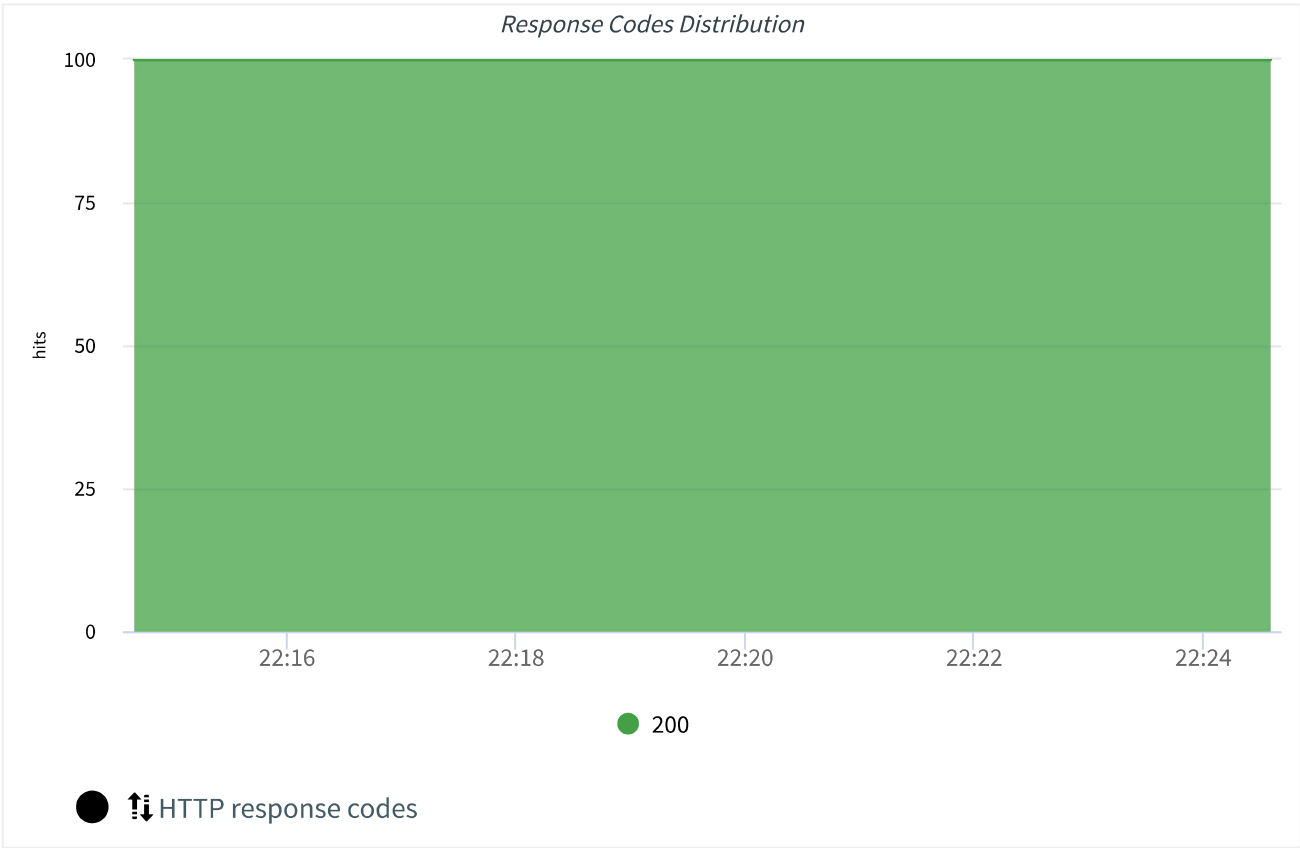
### 3.2. Throughput





# 4. Response Codes Distribution

HTTP Response Code distribution.



## Errors

❗ No errors received ... Well done!

# Appendix

## Glossary

- **Active users/User Load:** Number of active users as defined in the load test scenario.
- **APDEX (Application Performance Index):** It is a standard method for reporting performance of applications. Based on 2 thresholds, a value between 0 and 1 is computed where 0 stands for 0 users satisfied, and 1 for all users satisfied.
- **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.