

CC LAB2

BY:

NAME:Atreya S

SRN:PES2UG23CS106

Screenshot 1

The screenshot shows a web browser window with the URL `127.0.0.1:8000/events?user=PES2UG23CS106`. The page title is "Fest Monolith". The main content area is titled "Events" and displays nine event cards arranged in a grid. Each card includes an event ID, price, name, a brief description, and a "Register" button.

Event ID	Name	Price	Description	Action
1	Hackathon	₹ 500	Includes certificate • instant registration • limited seats	Register
2	Dance	₹ 300	Includes certificate • instant registration • limited seats	Register
3	Hackathon	₹ 500	Includes certificate • instant registration • limited seats	Register
4	Dance Battle	₹ 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	Gaming Tournament	₹ 350		
8	Music Night	₹ 250		
9	Treasure Hunt	₹ 150		

Screenshot-2

The screenshot shows a web browser window with the URL `127.0.0.1:8000`. The page title is "Fest Monolith". The main content area features a large red banner with the text "Monolith Failure" and a subtitle "One bug in one module impacted the entire application." Below the banner, there are two sections: "Error Message" (showing "division by zero") and "Why did this happen?" (explaining it's a monolithic application). To the right, there is a section titled "What should you do in the lab?" with three steps: "Take a screenshot (crash demonstration)", "Fix the bug in the indicated module", and "Restart the server and verify recovery". At the bottom, there are "Back to Events" and "Login" buttons.

Screenshot-3

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.

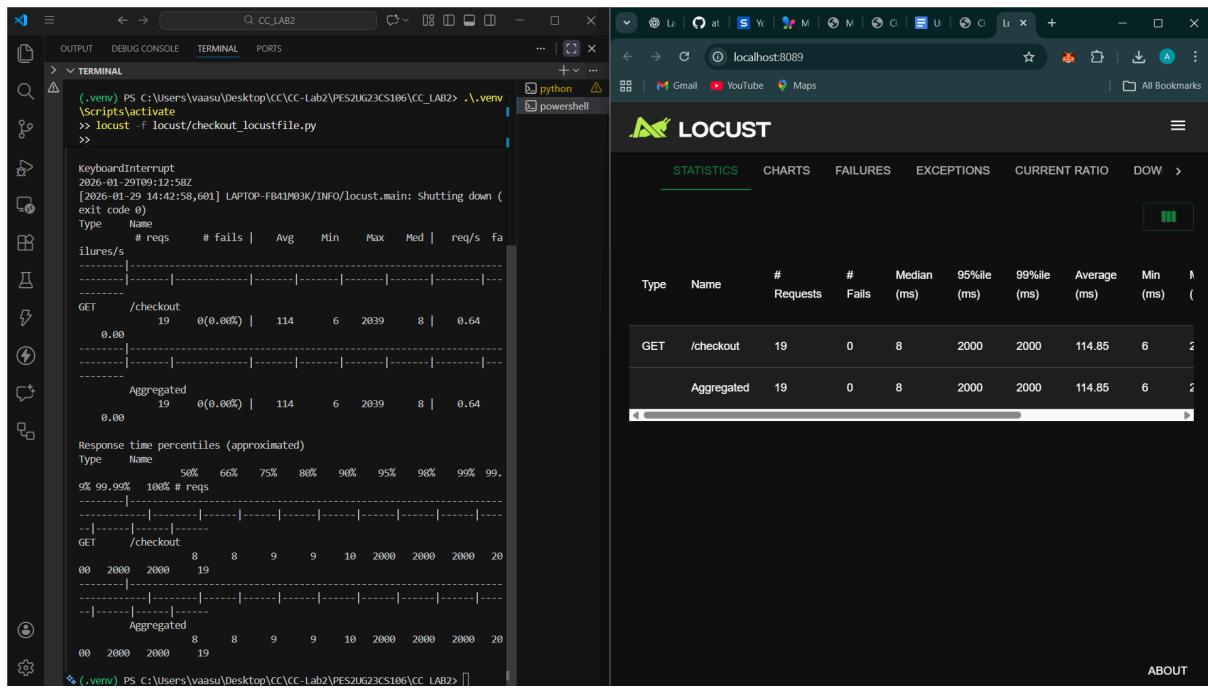
What you should observe

- 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.

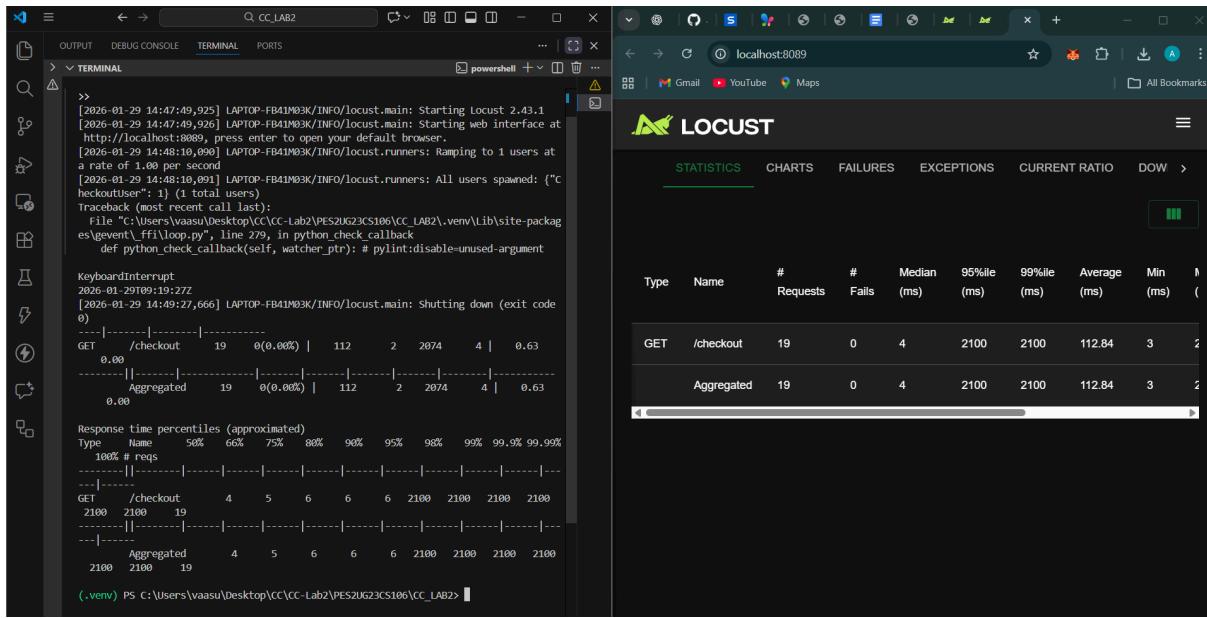
Next Lab: Split this monolith into Microservices (Events / Registration / Checkout).

CC Week X • Monolithic Applications Lab

Screenshot 4



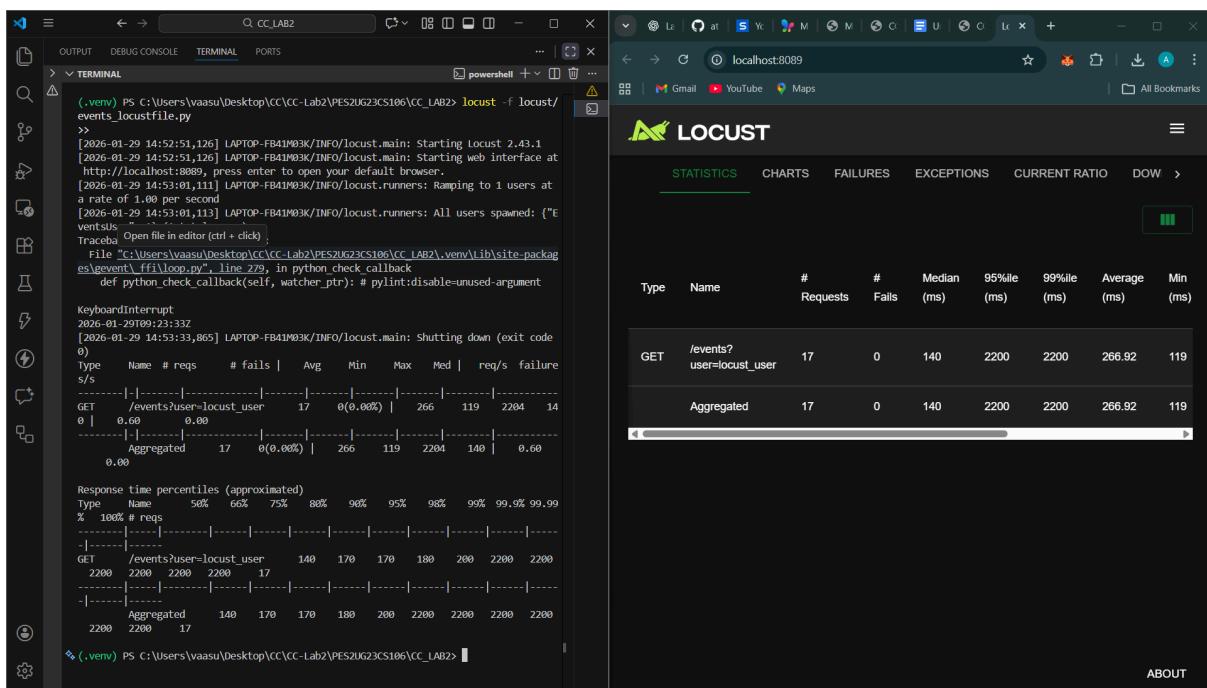
Screenshot-5



The screenshot shows two windows side-by-side. On the left is a terminal window running PowerShell with the command `locust -f locust/events_locustfile.py`. The output shows Locust starting up, spawning 1 user, and shutting down. It also includes a detailed response time percentile table for the `/checkout` endpoint. On the right is a web browser window displaying the Locust UI at `localhost:8089`. The UI shows a summary table with one row for the `/checkout` endpoint and one aggregated row. Both rows show 19 requests, 0 fails, a median response time of 2100 ms, and an average response time of 112.84 ms.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)
GET	/checkout	19	0	2100	2100	112.84	3	2	2100
	Aggregated	19	0	2100	2100	112.84	3	2	2100

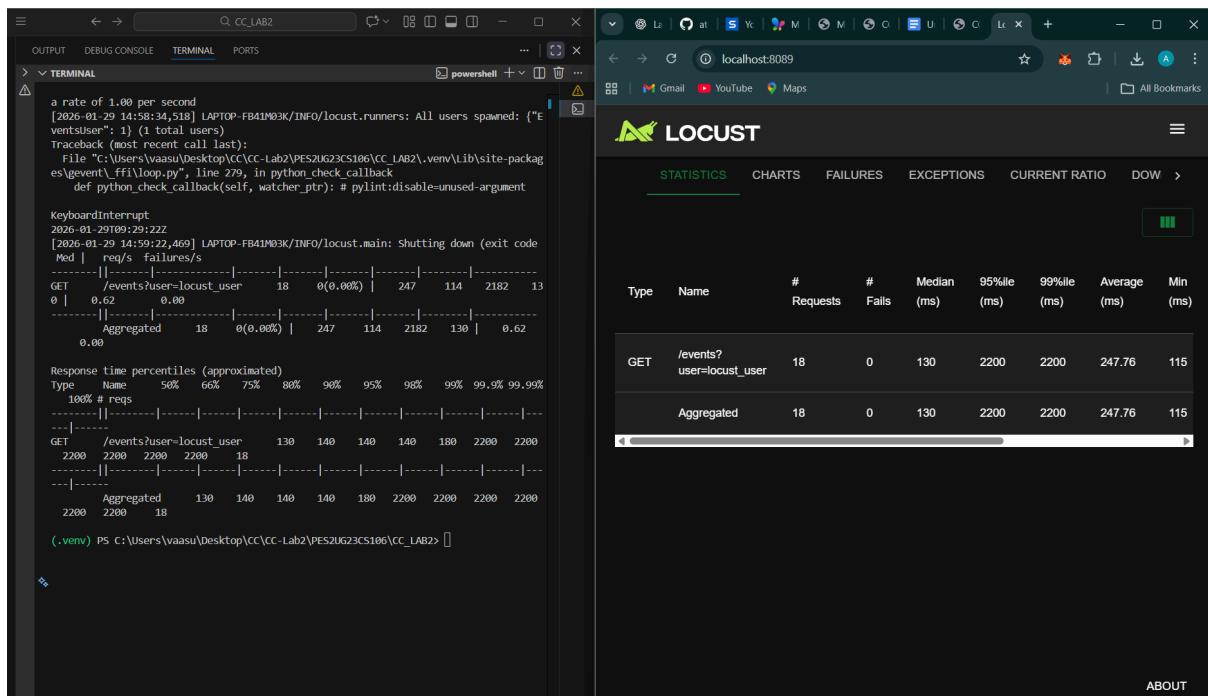
Screenshot 6



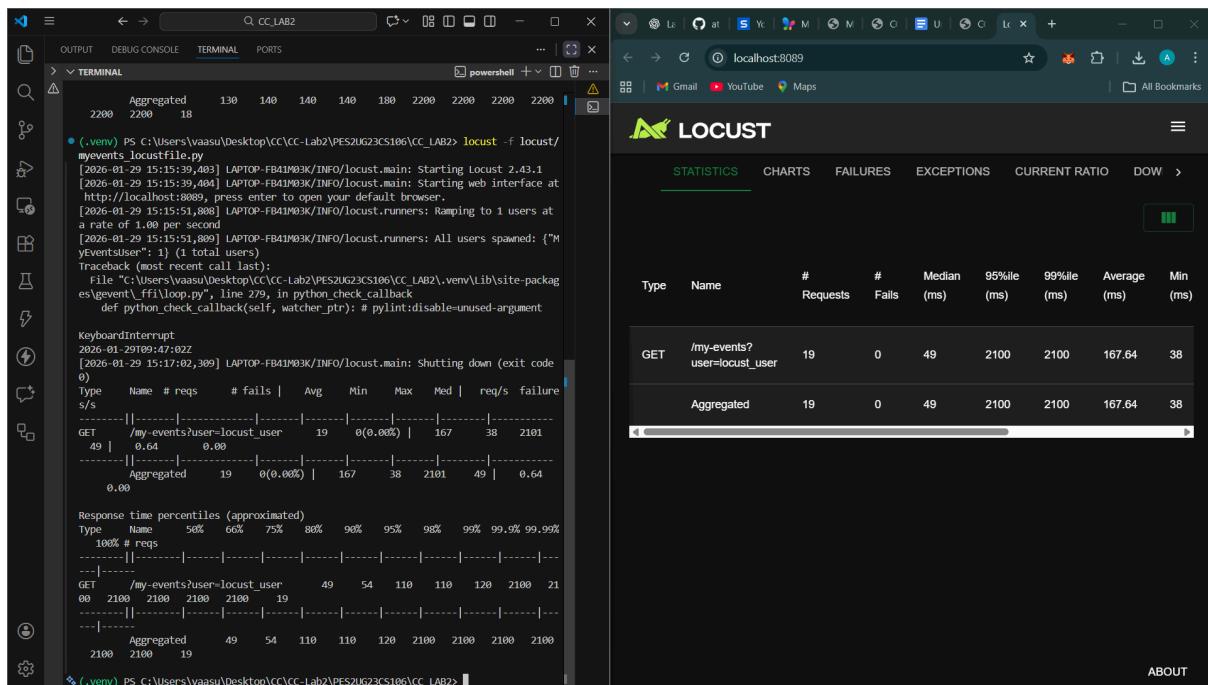
This screenshot is identical to the one above, showing the same terminal output and Locust UI. However, the terminal command has been changed to `locust -f locust/events_locustfile.py`, which specifies a different test configuration file. The Locust UI table now shows results for the `/events?user=locust_user` endpoint, with 17 requests, 0 fails, and a median response time of 140 ms.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)
GET	/events? user=locust_user	17	0	140	2200	2200	266.92	119	2200
	Aggregated	17	0	140	2200	2200	266.92	119	2200

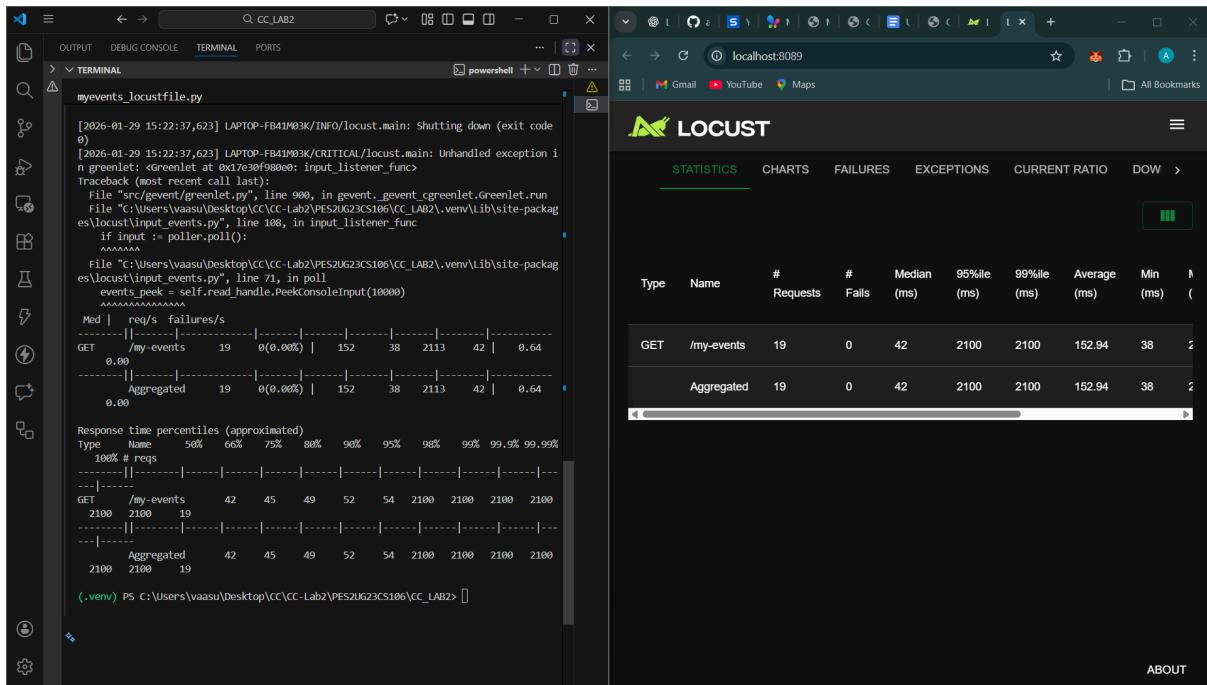
Screenshot-7



Screenshot-8



Screenshot-9



Changes made across doc:

1. Route: /my-events

Bottleneck:

The route lacked explicit response validation, which could hide failed requests and lead to misleading performance results under concurrent users.

Change Made:

Response handling was optimized using `catch_response=True` and logical request naming to properly track failures and performance metrics.

Why Performance Improved:

Clear identification of failed requests and organized metrics allowed better evaluation of system behavior, resulting in more effective and accurate performance testing.

2.Route: /events

Bottleneck:

Failures were not being explicitly detected, causing inaccurate success statistics and making it difficult to analyze response behavior under load.

Change Made:

The request was updated to use `catch_response=True` and response status validation, with request grouping enabled for clearer metrics.

Why Performance Improved:

Accurate failure detection and grouped statistics improved visibility into response times and errors, making performance analysis more reliable during load testing.