

Conclusión.

EN los gráficos de flamas se ve que sin el console log es más eficiente que cuando lo habilito

Ejecuciones del benckmark.js

```
PS C:\source\Node\Sesion16\BackEndDesafio16\src> node .\benchmark.js
Running 20s test @ http://localhost:8080/info
100 connections
```

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	0 ms	0 ms	0 ms	0 ms	0 ms	0 ms	0 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	0	0	0	0	0	0	0
Bytes/Sec	0 B	0 B	0 B	0 B	0 B	0 B	0 B

Req/Bytes counts sampled once per second.  
# of samples: 20

300 requests in 20.2s, 0 B read  
200 errors (192 timeouts)

```
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Running 20s test @ http://localhost:8080/info
100 connections
```

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	0 ms	0 ms	0 ms	0 ms	0 ms	0 ms	0 ms

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Req/Sec	0	0	0	0	0	0	0
Bytes/Sec	0 B	0 B	0 B	0 B	0 B	0 B	0 B

Req/Bytes counts sampled once per second.  
# of samples: 20

300 requests in 20.19s, 0 B read  
200 errors (192 timeouts)

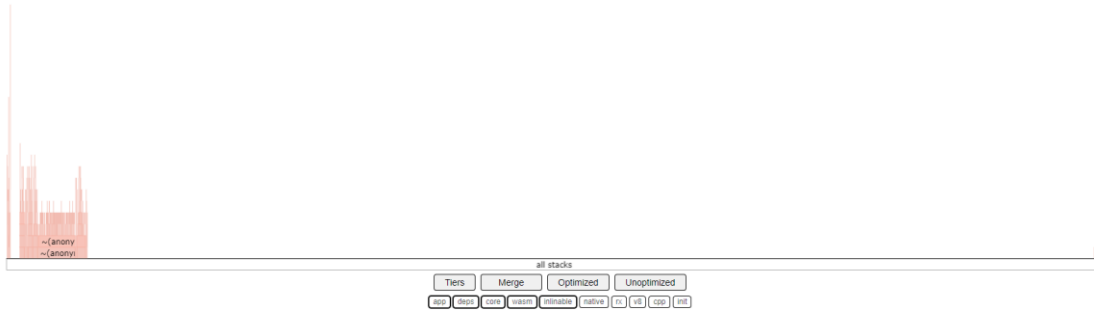
```
PS C:\source\Node\Sesion16\BackEndDesafio16\src> 
```

## Con el console.log

node .\main.js

cold hot  
\* optimized - unoptimized

search functions



## Sin el console.log

node .\main.js

cold hot  
\* optimized - unoptimized

search functions

