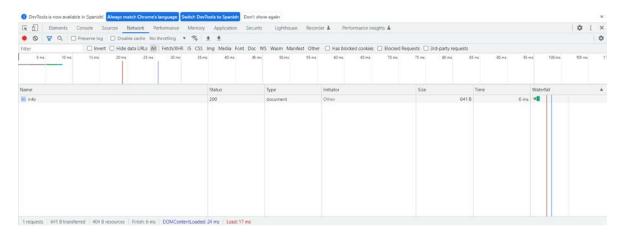
1) "/info"



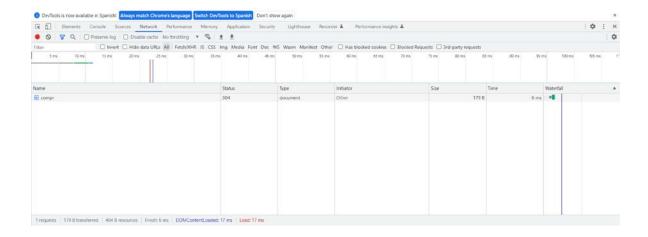
{"objectProcess":{"Directorio actual de trabajo":"C:\\Users\\emanu\\Documents\\Proyectos\\backend-entregas\\clase32","ID Del proceso actual":47496, "Version de Node)s corriendo": "v16.14.0", "litulo del proceso": "C:\\Windows\\system32\\cmd.exx ","Sistema Operativo": "win32", "Uso de memoria": "{\"rss\":110944256, \"heap!otal\":7853088, \"neapUsed\":49889288, \"external\":2330552,\"arrayBuffers\":18433563}"}}



2) "/info" (gzip)



("objectProcess":("Directorio actual de trabajo":"C:\Users\\emanu\[Documents\\Proyectos\\hackend-entregas\\clase32", "ID Del proceso actual":47496, "Version de Node3's corriendo": "v16.14.0", "Titulo del proceso":"C:\\kindous\\system32\\cmd.exe ","Sistema Operativo":"win32", "Uso de nemoria": "(\"rss\":110944256, \"heapOtall":78553088,\"heapUsed\":48889288,\"external\":23395552,\"array8uffers\":18433563]")}

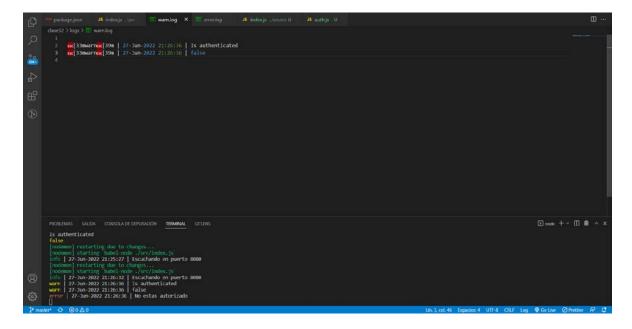


3) Winston

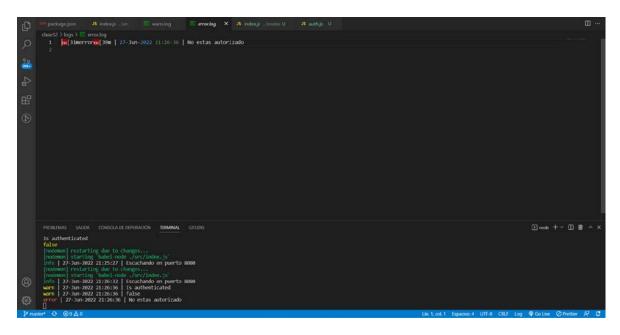
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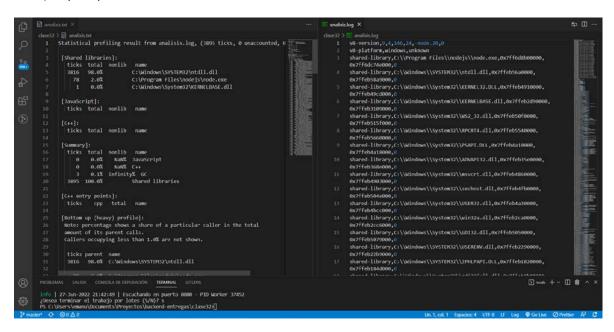
4) Winston (warn)



5) Winston (error)

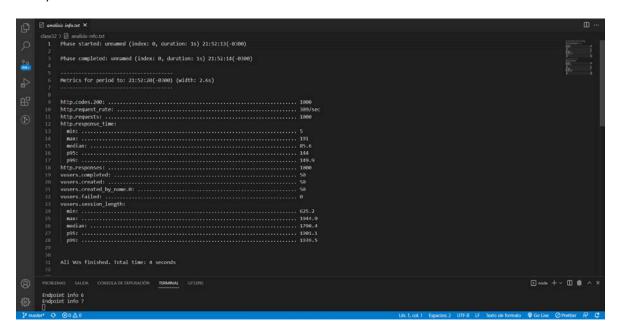


6) -prof-process



7) Artillery

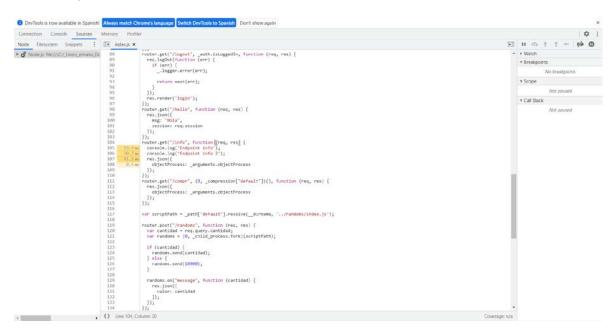
8) Autocannon

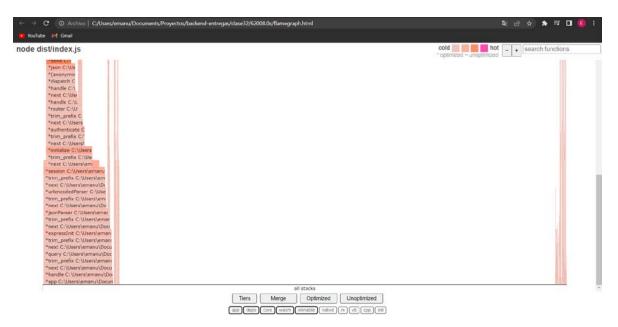


9) Autocannon



10) Inspect





Se puede ver que al usar compression, el tamaño del endpoint se redujo de 641 KB a 179 KB.

Con artillery se probaron 50 conexiones con 20 request, dando como resultado 1000 http.codes.200, significa que todas las request fueron respondidas, en un tiempo max de casi 0.2 segundos y de 389 request por segundo.

Se prueba con autocannon, 100 conexiones de 20 segundos y se detectaron 16 errores y la finalización de la aplicación.

Con inspect de node se observa que el proceso que lleva más tiempo es la respuesta del endpoint, al solicitarse la información del proceso, seguido de los dos console.log.