

```

Server Software:      localhost
Server Hostname:      8082
Server Port:          /
Document Path:        Variable
Document Length:      500
Concurency Level:     25.963 seconds
Time taken for tests: 1000000
Complete requests:    0
Failed requests:      1491000000 bytes
Total transferred:    13322001507 bytes
HTML transferred:     38516.76 [#/sec] (mean)
Requests per second:  12.081 [ms] (mean)
Time per request:     0.026 [ms] (mean, across all concurrent requests)
Time per request:
Transfer rate:        560825.13 [Kbytes/sec] received

```

Connection Times (ms)

	min	mean[+/-sd]	median	max
Connect:	0	6 1.6	6	15
Processing:	4	7 1.6	7	16
Waiting:	0	2 0.7	2	5
Total:	8	13 0.6	13	23

Percentage of the requests served within a certain time (ms)

50%	13
66%	13
75%	13
80%	13
90%	14
95%	14
98%	14
99%	15
100%	23 (longest request)

cServe

```

Server Software:      nginx/1.18.0
Server Hostname:      localhost
Server Port:          8080
Document Path:        /
Document Length:      Variable
Concurency Level:     26.163 seconds
Time taken for tests: 1000000
Complete requests:    0
Failed requests:      15074000000 bytes
Total transferred:    14829000000 bytes
HTML transferred:     38222.29 [#/sec] (mean)
Requests per second:  13.081 [ms] (mean)
Time per request:     0.026 [ms] (mean, across all concurrent requests)
Time per request:
Transfer rate:        562658.97 [Kbytes/sec] received

```

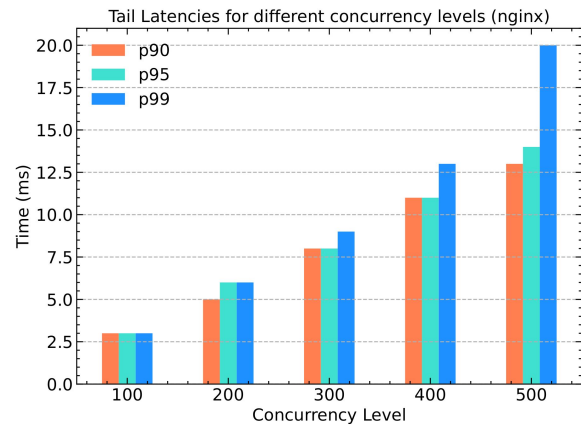
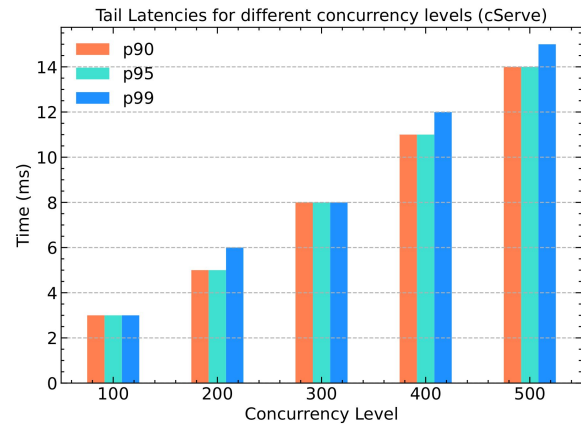
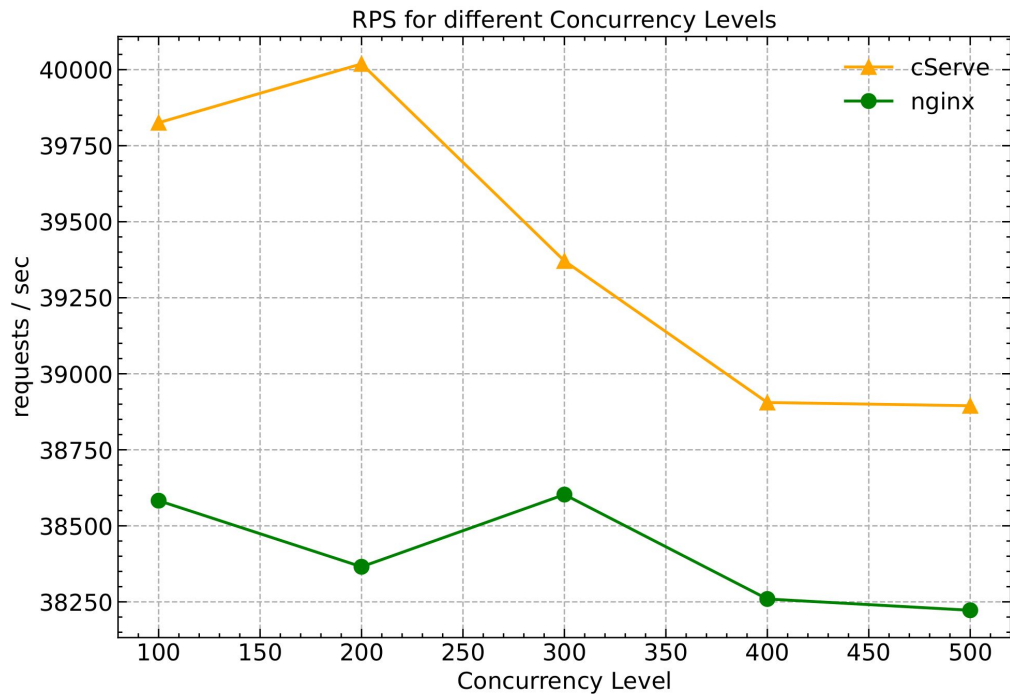
Connection Times (ms)

	min	mean[+/-sd]	median	max
Connect:	0	4 1.4	4	8
Processing:	3	10 1.5	9	17
Waiting:	0	6 2.6	5	17
Total:	6	13 1.0	13	22

Percentage of the requests served within a certain time (ms)

50%	13
66%	13
75%	13
80%	13
90%	13
95%	14
98%	14
99%	20
100%	22 (longest request)





cServe is built purely out of my interest in figuring out how HTTP servers work under the hood.

This work is no competitor to **NGINX** and should **not** be used for deploying static websites in production setting.

NGINX just serves as a reference point for comparing performance of cServe and to validate cServe's capabilities of handling concurrent connections.