

Configuração do autocannon

```
"cannon": "npx autocannon -c 100 -d 10 --renderStatusCodes --latency --warmup [ -c 1 -d 2 ]  
localhost:3000/cards/decks/get/all"
```

Com cache de 3s

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	391 ms	2446 ms	7294 ms	7357 ms	2998.97 ms	1893.63 ms	7357 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	3	3	7	9	6,2	1,94	3
Bytes/Sec	26.6 MB	26.6 MB	62.1 MB	79.8 MB	55 MB	17.2 MB	26.6 MB

Code	Count
200	62

```
226 requests in 10.08s, 550 MB read  
64 errors (64 timeouts)
```

Sem cache

Stat	2.5%	50%	97.5%	99%	Avg	Stdev	Max
Latency	514 ms	5340 ms	10013 ms	10013 ms	5332 ms	2798.56 ms	10013 ms

Stat	1%	2.5%	50%	97.5%	Avg	Stdev	Min
Req/Sec	3	3	4	4	3,9	0,3	3
Bytes/Sec	26.6 MB	26.6 MB	35.5 MB	35.5 MB	34.6 MB	2.66 MB	26.6 MB

Code	Count
200	39

```
200 requests in 10.2s, 346 MB read  
61 errors (61 timeouts)
```

Podemos perceber que, quanto o cache está ativado, conseguimos atender mais requisições em relação ao cache desativado