

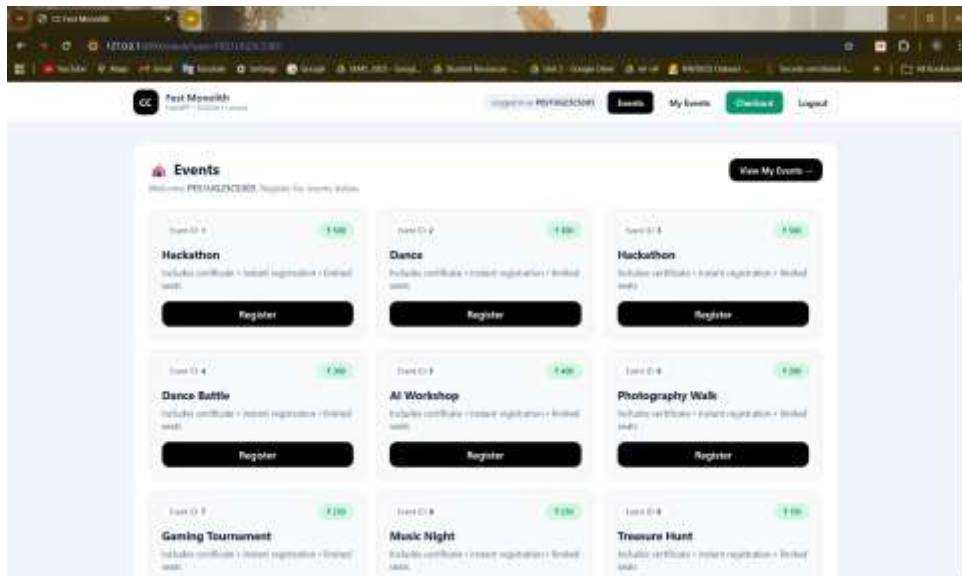
CC LAB 2

Name: Khushee P Kiran

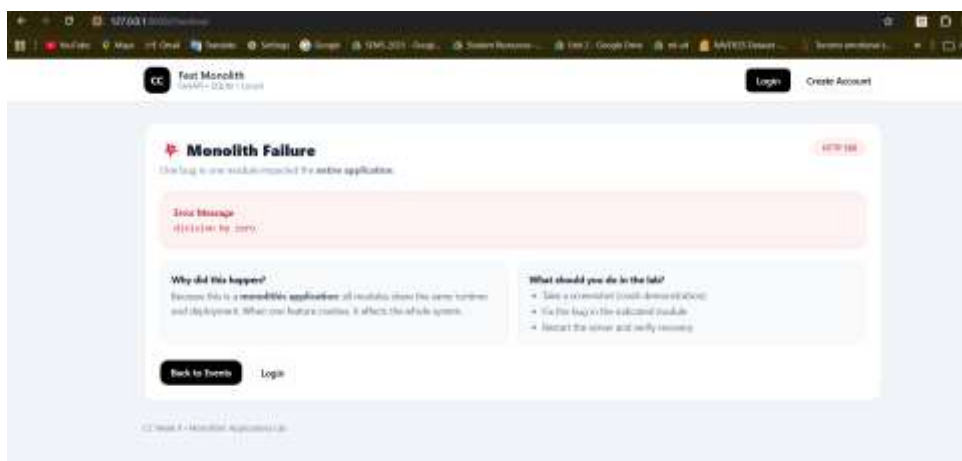
SEC: E

SRN: PES1UG23CS303

PART 2: Use the Application



PART 3: Observe Monolithic Failure (Crash)



```
INFO: 127.0.0.1:52224 - "GET /events/user=PES1UG23CS303 HTTP/1.1" 200 OK
INFO: 127.0.0.1:55771 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR: Exception in ASGI application
Traceback (most recent call last):
```

PART 4: Fix the Bug

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.

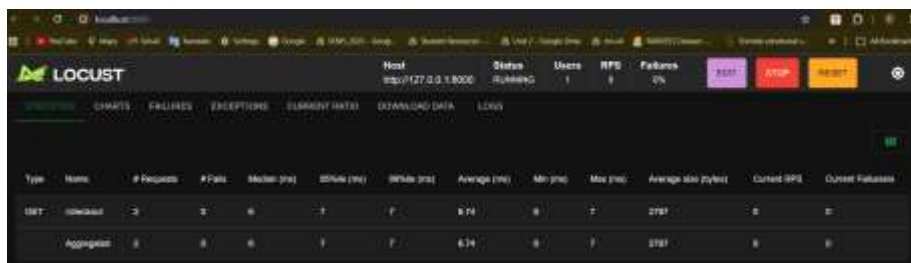
What you should observe

- One logging 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 5 - Monolith Application Lab

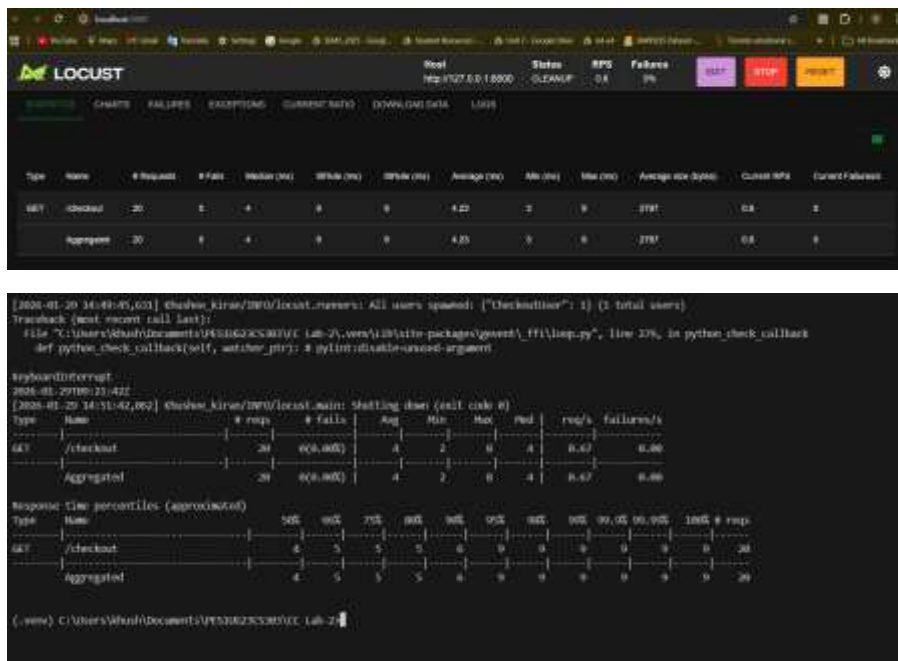
PART 5: Load Testing using Locust



```
C:\Users\Akash\Documents\PE310623CS303\CC Lab-2\locust -f locust/checkout_locustfile.py
[2025-08-29 14:59:40,433] @hush.kiran/DE0/locust.main: Starting locust 2.43.1
[2025-08-29 14:59:40,434] @hush.kiran/DE0/locust.main: Starting web interface at http://localhost:8089, press enter to open your default browser.
Enter
Aggregated
0.00% | 0 | 0 | 0 | 0 | 0.72 | 0.00 | 21
Response time percentiles (approximated)
Type Name 50% 60% 75% 80% 90% 95% 98% 99% 99.5% 99.9% 100% # reqs
GET /checkout 5 6 6 7 7 7 7 7 7 7 7 21
Aggregated 5 6 7 7 7 7 7 7 7 7 7 21
Failures/s
GET /checkout 20 0(0.00%) | 4 2 7 4 | 0.69 0.00
Aggregated 20 0(0.00%) | 4 2 7 4 | 0.69 0.00
Response time percentiles (approximated)
Type Name 50% 60% 75% 80% 90% 95% 98% 99% 99.5% 99.9% 100% # reqs
GET /checkout 4 4 5 5 7 7 7 7 7 7 7 20
Aggregated 4 4 5 5 7 7 7 7 7 7 7 20
```

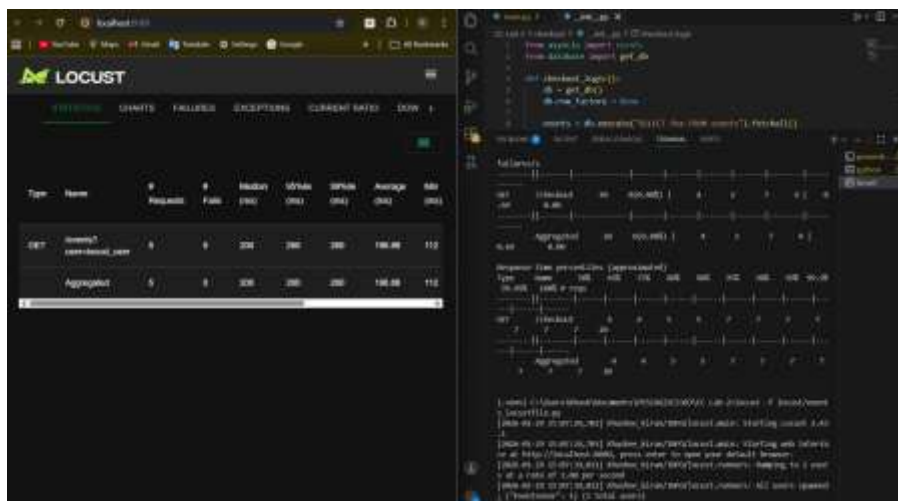
```
INFO: 127.0.0.1:57926 - "GET /checkout HTTP/1.1" 200 OK
INFO: 127.0.0.1:57926 - "GET /checkout HTTP/1.1" 200 OK
```

PART 6: Optimize the Checkout Route



PART 7: Optimise events and my_events(DIY)

Events:

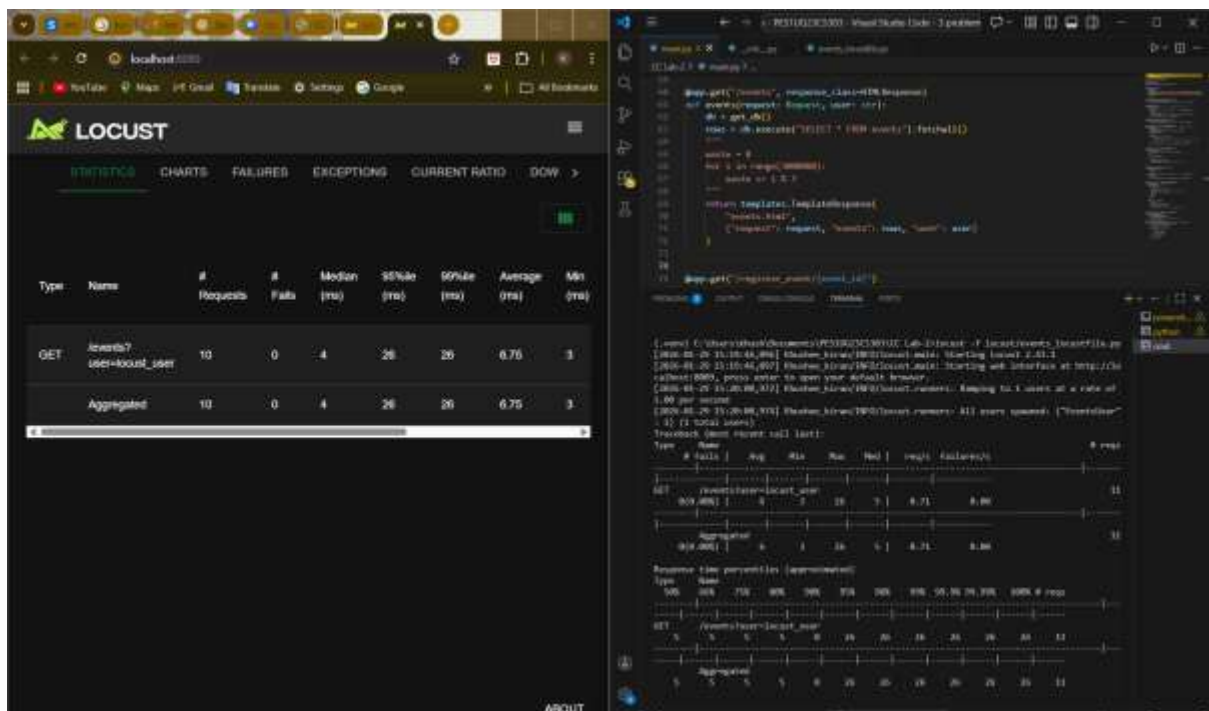


After optimization:

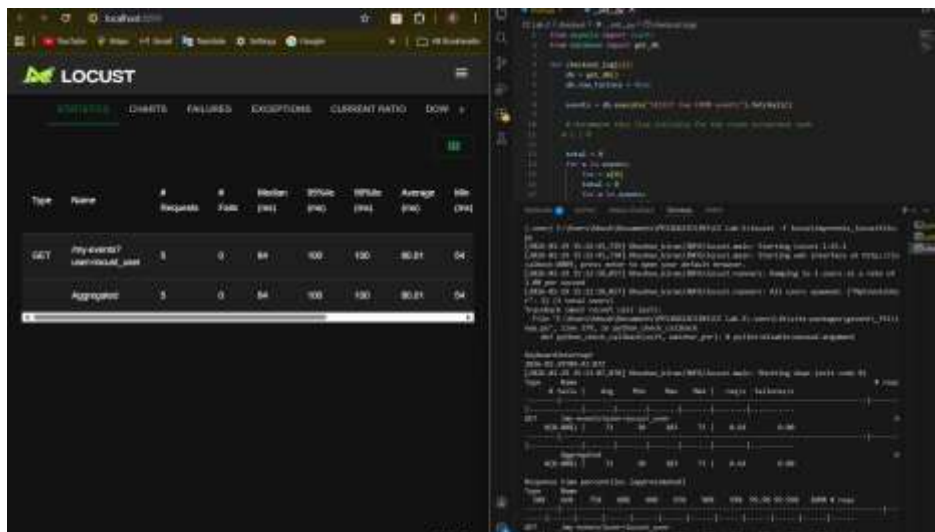
```
@app.get("/events", response_class=HTMLResponse)
def events(request: Request, user: str):
    db = get_db()
    rows = db.execute("SELECT * FROM events").fetchall()
    # ...

    waste = 0
    for i in range(3000000):
        waste += 1 % 3
    # ...

    return templates.TemplateResponse(
        "events.html",
        {"request": request, "events": rows, "user": user}
    )
```



My events:

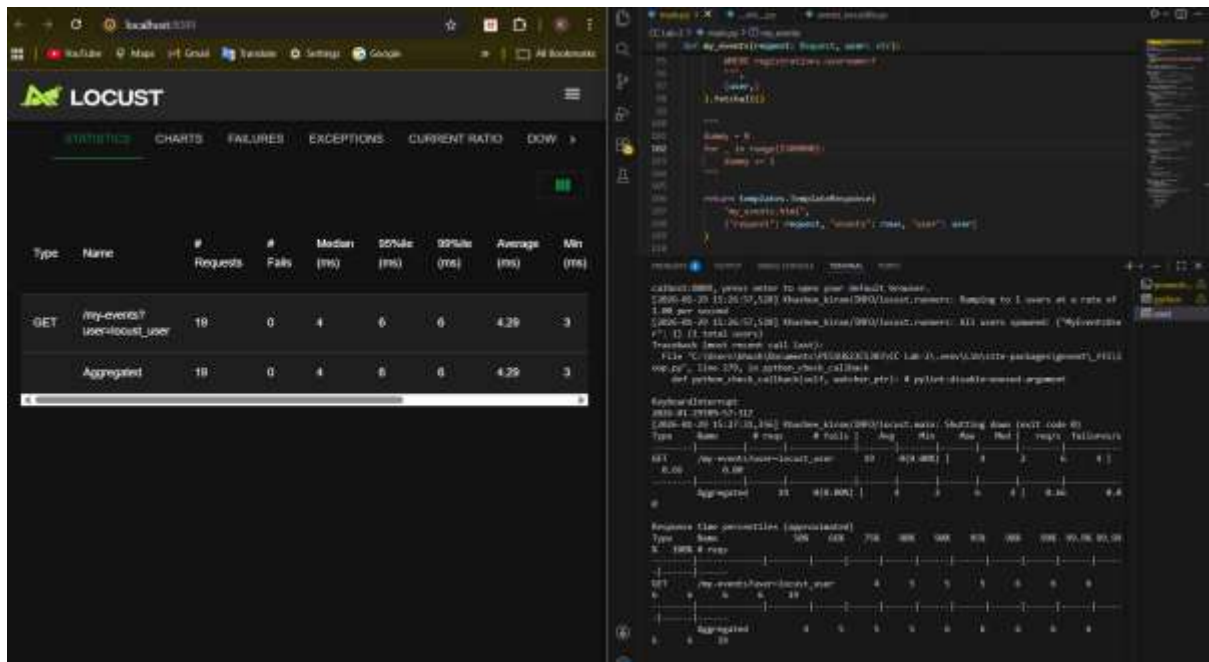


After optimisation:

```
@app.get("/my-events", response_class=HTMLResponse)
def my_events(request: Request, user: str):
    db = get_db()
    rows = db.execute(
        """
        SELECT events.name, events.foo
        FROM events
        JOIN registrations ON events.id = registrations.event_id
        WHERE registrations.username=:
        """
        (user,)
    ).fetchall()

    dummy = 0
    for _ in range(1500000):
        dummy += 1

    return templates.TemplateResponse(
        "my_events.html",
        {"request": request, "events": rows, "user": user}
    )
```



Route: /events

What was the bottleneck?

The /events route had an unnecessary loop that executed around 3,000,000 times. This loop did no meaningful work and unnecessarily consumed CPU time, which slowed down the response.

What change did you make?

I removed the wasteful loop and directly returned the event data fetched from the database to the template.

Why did the performance improve?

By removing unnecessary computations, the server had to perform fewer operations, which reduced the response time and improved overall performance.

Route: /my-events

What was the bottleneck?

The /my-events route also contained an unnecessary loop running for millions of iterations, leading to high CPU usage and slower responses.

What change did you make?

I removed the redundant loop and directly returned the events registered by the user from the database.

Why did the performance improve?

Eliminating the extra loop reduced processing overhead, allowing the endpoint to respond faster and more efficiently.