

NAME : PADMAA.K.B  
SRN : PES2UG23CS254  
SEC : D

Ss1 :

The screenshot shows the Fest Monolith Events page. At the top, there is a header with the logo 'Fest Monolith' (CC icon), the text 'FastAPI • SQLite • Locust', and navigation links for 'Events', 'My Events', 'Checkout', and 'Logout'. A message 'Logged in as PES2UG23CS254' is also present. On the right, there is a button 'View My Events →'. The main content area is titled 'Events' with a sub-section 'Welcome PES2UG23CS254. Register for events below.' Below this, there are six event cards arranged in two rows of three:

- Event ID: 1** (Hackathon) - ₹ 500: Includes certificate • instant registration • limited seats. **Register**
- Event ID: 2** (Dance) - ₹ 300: Includes certificate • instant registration • limited seats. **Register**
- Event ID: 3** (Hackathon) - ₹ 500: Includes certificate • instant registration • limited seats. **Register**

- Event ID: 4** (Dance Battle) - ₹ 300: Includes certificate • instant registration • limited seats. **Register**
- Event ID: 5** (AI Workshop) - ₹ 400: Includes certificate • instant registration • limited seats. **Register**
- Event ID: 6** (Photography Walk) - ₹ 200: Includes certificate • instant registration • limited seats. **Register**

**INFO:** 127.0.0.1:51243 – "GET /checkout HTTP/1.1" 500 Internal Server Error  
**ERROR:** Exception in ASGI application  
Traceback (most recent call last):

Ss2 :

 Fest Monolith  
FastAPI • SQLite • Locust

Logged in as PES2UG23CS254 [Events](#) [My Events](#) [Checkout](#) [Logout](#)

## 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 buggy 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 X • Monolithic Applications Lab

```
INFO:      127.0.0.1:62200 - "GET /checkout?user=PES2UG23CS254 HTTP/1.1" 200 OK
INFO:      127.0.0.1:62200 - "GET /checkout?user=PES2UG23CS254 HTTP/1.1" 200 OK
□
```

 Fest Monolith  
FastAPI • SQLite • Locust

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## Monolith Failure

One bug in one module impacted the [entire application](#).

**Error Message**  
division by zero

**Why did this happen?**  
Because this is a **monolithic application**: all modules share the same runtime and deployment. When one feature crashes, it affects the whole system.

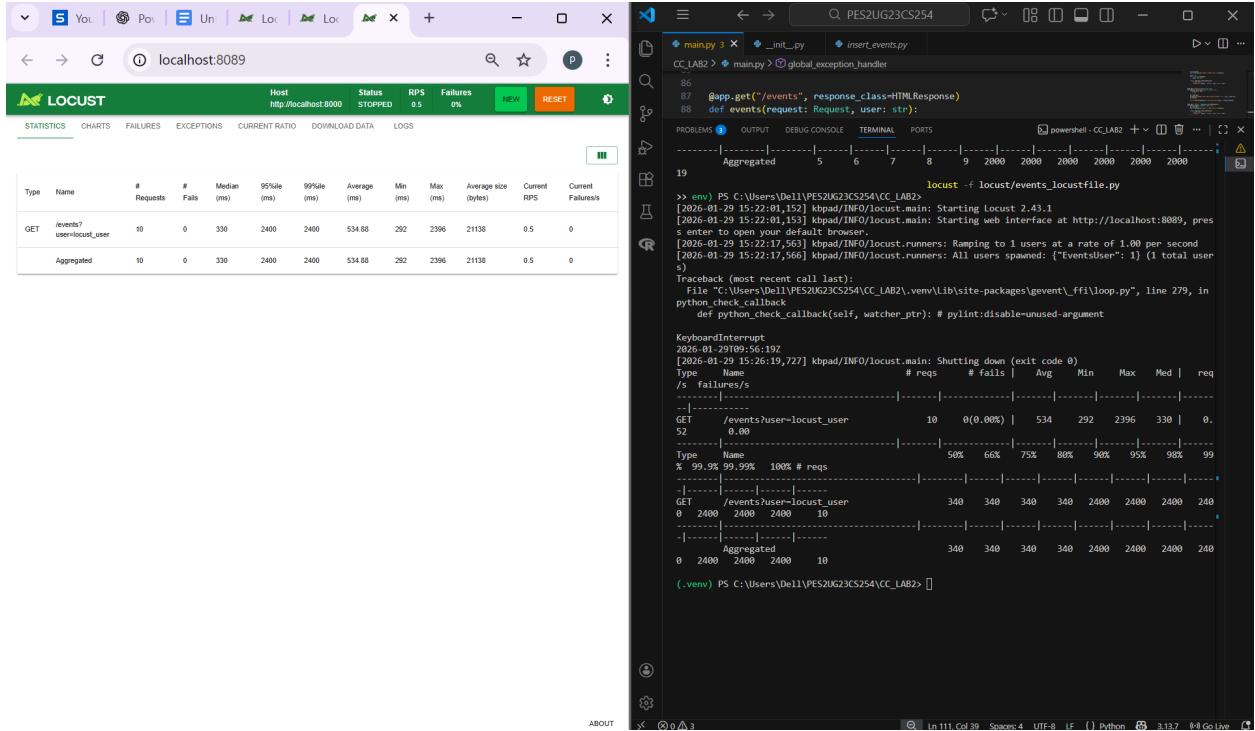
**What should you do in the lab?**

- Take a screenshot (crash demonstration)
- Fix the bug in the indicated module
- Restart the server and verify recovery

[Back to Events](#) [Login](#)

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Ss4 :



Ss5 :

The screenshot shows a Windows desktop environment with several open windows:

- Locust Performance Test Results:** A browser window displaying Locust's performance test interface. It shows statistics for a single user scenario named "Checkout". The table includes columns for Type, Name, # Requests, # Fails, Median (ms), 95%ile (ms), 99%ile (ms), Average (ms), Min (ms), and Max (ms). The "Checkout" scenario has 19 requests, 0 fails, and a median response time of 11 ms.
- Code Editor:** An integrated development environment (IDE) showing Python code for a Locust script. The file `main.py` contains logic for handling checkout requests and exception handling. It uses the `gevent` library for event loops.
- Terminal:** A terminal window running PowerShell on a Windows machine. The command `locust -f locustfile.py` is being run to start the Locust server. The output shows logs from Locust and the gevent library, indicating the start of the test and user spawning.
- System Tray:** Shows the date (1/29/2026), time (3:06 PM), battery status (Sunny), and system icons.

Ss6 :

The screenshot shows a Windows desktop environment with several open windows:

- Locust Performance Test Results:** A browser window displaying Locust's performance test interface. It shows statistics for a single user scenario named "events? user=locust\_user". The table includes columns for Type, Name, # Requests, # Fails, Median (ms), 95%ile (ms), 99%ile (ms), Average (ms), Min (ms), Max (ms), Average size (bytes), Current RPS, and Current Failures/s. The "events? user=locust\_user" scenario has 10 requests, 0 fails, and a median response time of 340 ms.
- Code Editor:** An integrated development environment (IDE) showing Python code for a Locust script. The file `main.py` contains logic for handling events and user registrations. It uses the `gevent` library for event loops.
- Terminal:** A terminal window running PowerShell on a Windows machine. The command `locust -f locustfile.py` is being run to start the Locust server. The output shows logs from Locust and the gevent library, indicating the start of the test and user spawning.
- System Tray:** Shows the date (1/29/2026), time (3:06 PM), battery status (Sunny), and system icons.

Ss7 :

Ss8 :

The Locust web interface shows a single GET request named "events?user=locust\_user" with 12 requests, 0 failures, and a median response time of 6ms. The code editor displays the following Locustfile:

```

main.py
def main():
    app = Flask(__name__)
    app.add_url_rule('/events', endpoint='events')
    @app.route('/events')
    def events():
        return "events"
    if __name__ == '__main__':
        app.run()

```

The terminal output shows Locust starting up and running at 1 user. The performance results table is as follows:

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures
GET	/events?user=locust_user	12	0	6	2100	183.25	4	2115	21138	0.6	0
	Aggregated	12	0	6	2100	183.25	4	2115	21138	0.6	0

Response time percentiles (approximated):

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%
GET	/events?user=locust_user	6	183	2114	2114	2114	2114	2114	2114	2114	2114
	Aggregated	6	183	2114	2114	2114	2114	2114	2114	2114	2114

Ss9 :

The Locust web interface shows a single GET request named "/my-events?user=locust\_user" with 11 requests, 0 failures, and a median response time of 47ms. The code editor displays the following Locustfile:

```

main.py
def my_events(request: Request, user: str):
    JOIN_REGISTRATIONS_ON(events.id = registrations.event_id)
    JOIN_REGISTRATIONS.username = user
    rows = db.execute("SELECT * FROM events").fetchall()
    rows = [row._asdict() for row in rows]
    return rows

```

The terminal output shows Locust starting up and running at 1 user. The performance results table is as follows:

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures	
GET	/my-events?user=locust_user	11	0	47	2100	2100	239.58	45	2130	3144	0.6	0
	Aggregated	11	0	47	2100	2100	239.58	45	2130	3144	0.6	0

Response time percentiles (approximated):

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%
GET	/my-events?user=locust_user	47	60	60	60	61	2100	2100	2100	2100	2100
	Aggregated	47	60	60	60	61	2100	2100	2100	2100	2100

## ANSWERS :

# Route: /events

## **What was the bottleneck?**

The `/events` route contained an artificial delay implemented using a loop that executed three million iterations. This loop did not contribute to the application logic and unnecessarily increased response time.

## What change did you make?

The redundant loop was removed, allowing the route to directly fetch event data from the database and return the response.

## Why did the performance improve?

Removing the unnecessary computation reduced CPU usage and execution time, resulting in a faster response and lower average latency as observed in Locust results.

# Route: /my-events

## What was the bottleneck?

The `/my-events` route had an artificial delay caused by a dummy loop that executed 1.5 million iterations, which significantly increased response time without affecting functionality.

**What change did you make?**

The dummy loop was removed so that the route only performs the required database query and renders the response.

**Why did the performance improve?**

Eliminating the redundant loop reduced processing overhead, leading to quicker execution and improved response times under load, as verified using Locust.