

PES2UG23CS678_Varun_Lab2

Name: Varun Namboodiri

SRN: PES2UG23CS678

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Github link to the public repository: <https://github.com/pes2ug23cs678-gif/CC-Lab2>

SS1:-

The screenshot shows a web browser window for the 'Fest Monolith' platform. The URL is <http://127.0.0.1:8000/events?user=PES2UG23CS678>. The page displays a grid of nine event cards:

Event ID	Event Name	Price	Action
1	Hackathon	₹ 500	Register
2	Dance	₹ 300	Register
3	Hackathon	₹ 500	Register
4	Dance Battle	₹ 300	Register
5	AI Workshop	₹ 400	Register
6	Photography Walk	₹ 200	Register
7	Gaming Tournament	₹ 350	Register
8	Music Night	₹ 250	Register
9	Treasure Hunt	₹ 150	Register

SS2:-

The screenshot shows a web browser window with multiple tabs open. The active tab is titled "CC Fest Monolith" and has the URL http://127.0.0.1:8000/register_event/404?user=PES2UG23CS678. The page content is titled "Monolith Failure" and includes a red box labeled "HTTP 500". It states: "One bug in one module impacted the **entire** application." Below this, an "Error Message" box shows "division by zero". A "Why did this happen?" section explains that because it's a monolithic application, all modules share the same runtime and deployment, so a crash in one module affects the whole system. A "What should you do in the lab?" section lists: "Take a screenshot (crash demonstration)", "Fix the bug in the indicated module", and "Restart the server and verify recovery". At the bottom are "Back to Events" and "Login" buttons.

SS3:-

The screenshot shows a web browser window with multiple tabs open. The active tab is titled "CC Fest Monolith" and has the URL <http://127.0.0.1:8000/checkout>. The page content is titled "Checkout" and says "This route is used to demonstrate a monolith crash + optimization." It shows a "Total Payable" of ₹ 6600. A green box contains the instruction: "After fixing + optimizing checkout logic, re-run Locust and compare results." To the right, a "What you should observe" section lists: "One buggy feature can crash the entire monolith.", "Inefficient loops cause high response times under load.", and "Optimization improves performance but architecture still scales as one unit." A yellow box at the bottom right says "Next Lab: Split this monolith into Microservices (Events / Registration / Checkout).". At the bottom left, it says "CC Week X • Monolithic Applications Lab".

SS4:-

Activities Firefox Jan 23 15:24 varunnamboodiri@varunnamboodiri-virtual-machine: ~/PES2UG23CS678

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)
GET	/checkout	4	0	9	83	27.67	7
Aggregated							
		4	0	9	83	27.67	7

response time percentiles (approximated)

Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%	100%	# reqs
ET	/checkout	8	12	16	20	25	30	35	40	45	50	55	60
Aggregated													
		8	12	16	20	25	30	35	40	45	50	55	60

Locust runs for 1 user for 1 second.

SS5:-

Activities Firefox Jan 23 15:33 varunnamboodiri@varunnamboodiri-virtual-machine: ~/PES2UG23CS678

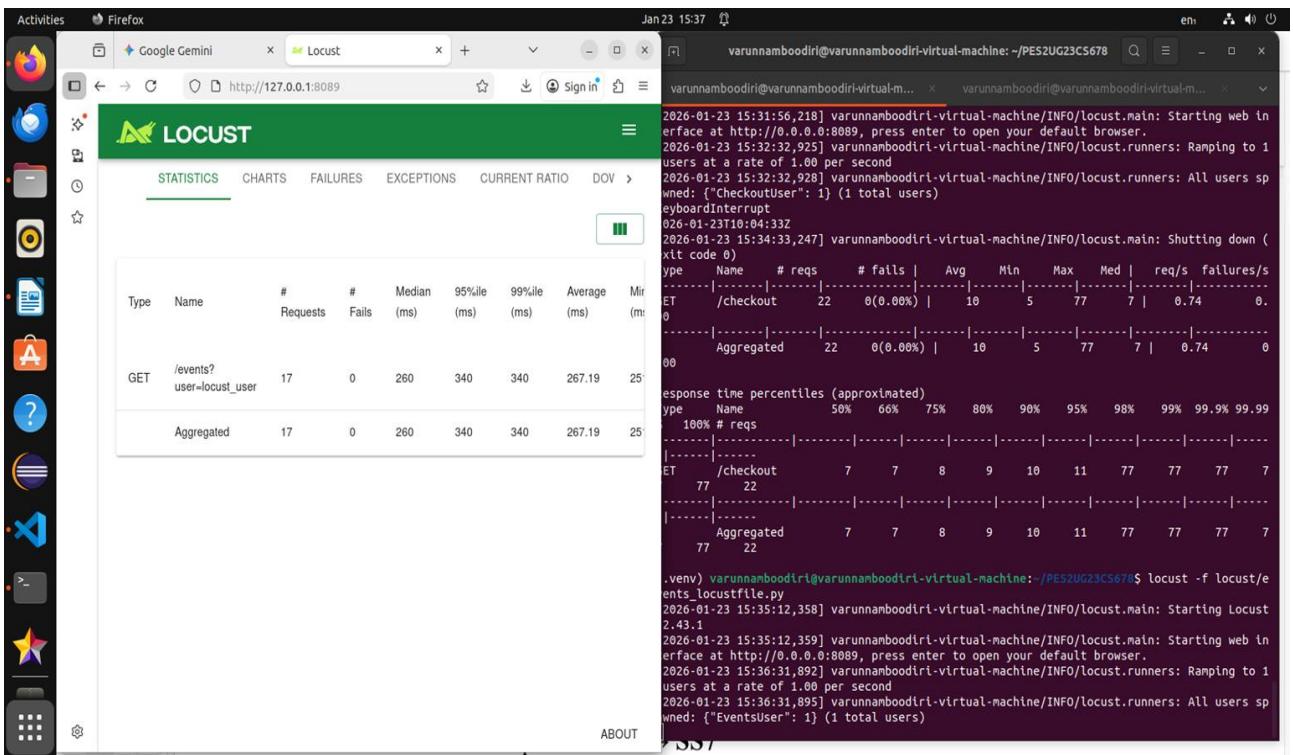
Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)
GET	/checkout	22	0	7	11	10.31	6
Aggregated							
		22	0	7	11	10.31	6

response time percentiles (approximated)

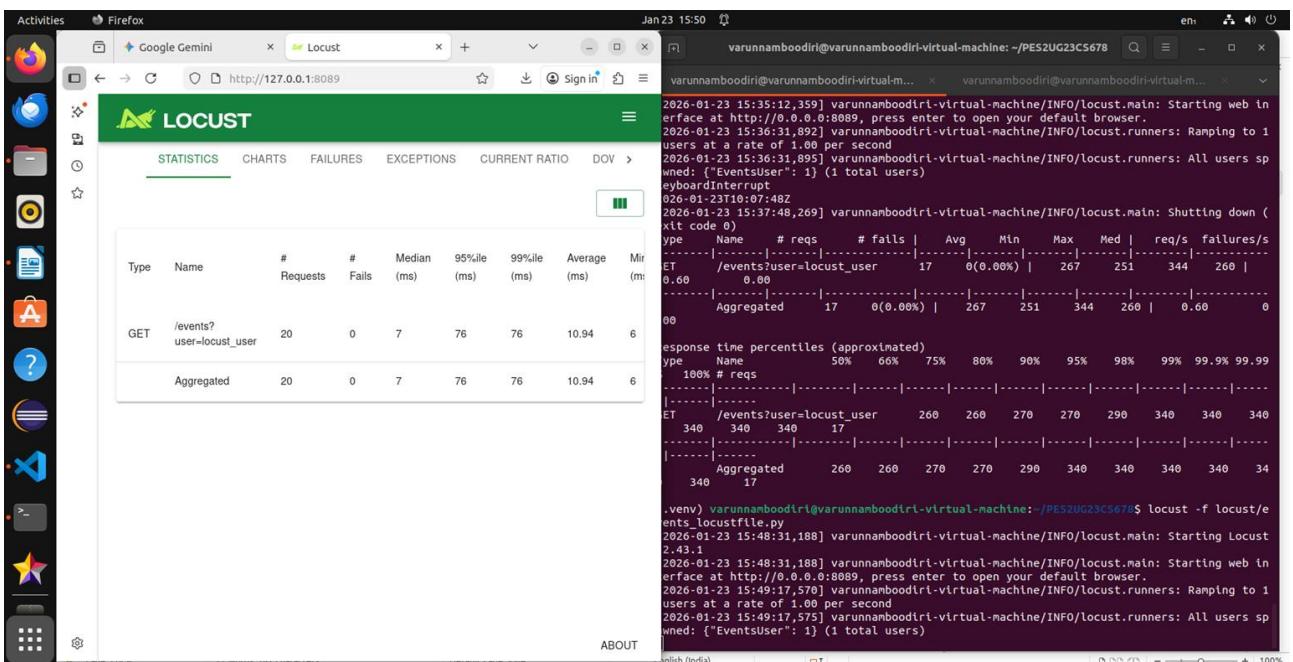
Type	Name	50%	66%	75%	80%	90%	95%	98%	99%	99.9%	99.99%	100%	# reqs
ET	/checkout	8	9	10	12	14	20	83	83	83	83	83	21
Aggregated													
		8	9	10	12	14	20	83	83	83	83	83	21

Locust runs for 1 user for 1 second.

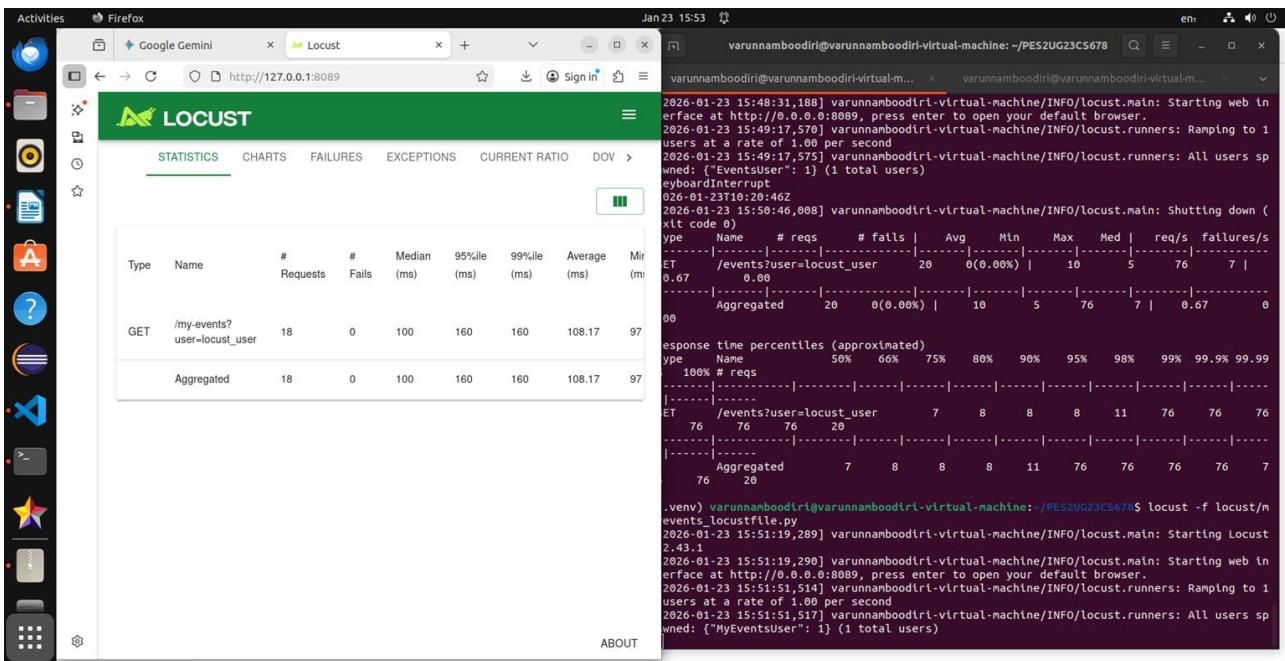
SS6:-



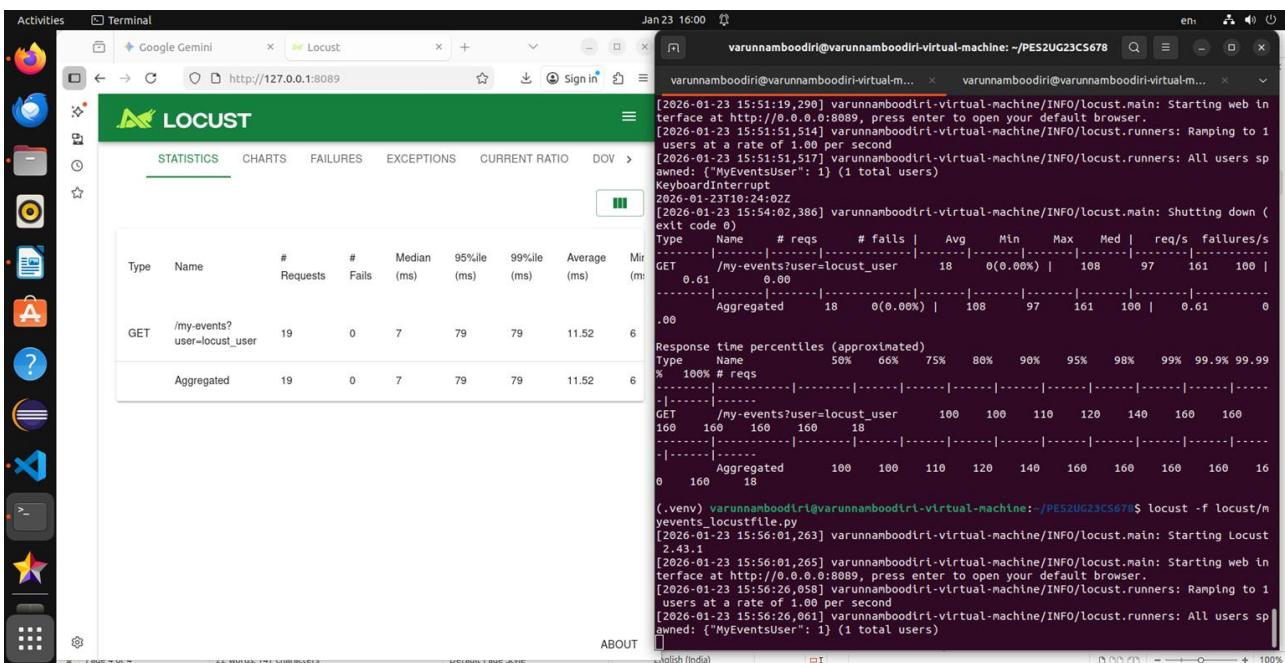
SS7:-



SS8:-



SS9:-



Route 1 part

Q1) What was the bottleneck?

Ans:- Here, the CPU was doing 300000 calculations for the events-part using the support of the for loop. The problematic code snippet is as follows:-

waste = 0

for i in range(300000):

waste += i % 3

Q2) What change did you make?

Ans:- Here, I have deleted the unwanted for loop, which is given as follows:-

```
waste = 0
```

```
for i in range(300000):
```

```
    waste += i % 3
```

By eliminating this for loop, I have helped in the decrease of the time complexity of the execution of the events_locustfile.py.

Q3) Why did the performance improve?

Ans:-First, the for loop

```
waste = 0
```

```
for i in range(300000):
```

```
    waste += i % 3
```

caused the running of the events_locustfile.py to be slow. Since I have eliminated the aforementioned for loop, I have eliminated any useless calculation, thereby improving the speed of the calculation.

Route 2 part

Q1) What was the bottleneck?

Ans:- The for loop, which is given to us as follows:-

```
dummy = 0
```

```
for _ in range(1500000):
```

```
    dummy += 1
```

is the bottleneck. Now, with the help of this for loop, we would be incrementing the dummy till the value reaches 1500000, thereby making the execution of the myevents_locustfile.py slower.

Q2) What change did you make?

Ans:- Here, I have made changes by deleting the problematic for loop, which is given to us as follows:-

```
dummy = 0
```

```
for _ in range(1500000):
```

```
    dummy += 1
```

Now, we would eliminate any useless calculation, thereby making the overall execution faster.

Q3) Why did the performance improve?

Ans:-First, the for loop

dummy = 0

```
for _ in range(1500000):
```

```
    dummy += 1
```

caused the running of the myevents_locustfile.py to be slow. Since I have eliminated the aforementioned for loop, I have eliminated any useless calculation, thereby improving the speed of the calculation.