Informe de análisis de Performance:

1) Corriendo el servidor con los script : dev-F-CL (con console.log) y dev-F (sin console.log) y utilizando artillery

```
"scripts": {

"test": "echo \"Error: no test specified\" && exit 1",

"dev-F-CL": "node --prof server.js 8081 FORK C-LOG-ON",

"dev-F": "node --prof server.js 8082 FORK C-LOG-OFF",

PROBLEMS TERMINAL OUTPUT DEBUG CONSOLE

Pruben@ruben-Lenovo-V330-15IKB:~/works/backend/Entrega 32$ artillery quick --count 50 -n 20 http://localhost:8081/info > result_fork_CLogOn.txt

ruben@ruben-Lenovo-V330-15IKB:~/works/backend/Entrega 32$ artillery quick --count 50 -n 20 http://localhost:8082/info > result_fork_CLogOff.txt
```

Resultados en los siguientes archivos:

```
sist
{} package-lock.json
{} package.json
                          M
                                path
                                proc

    prof_fork_CLogOff.log

≡ prof_fork_CLogOn.log

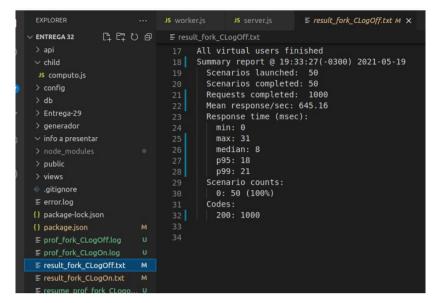
                           U
                                arqu
                                sist
M
path
≡ resume_prof_fork_CLogoff.txt U
                                 proc
≡ resume_prof_fork_CLogOn.txt
JS server.js
                                 sist
```

Resumen_prof_fork_Clogoff.txt (sin console.log)

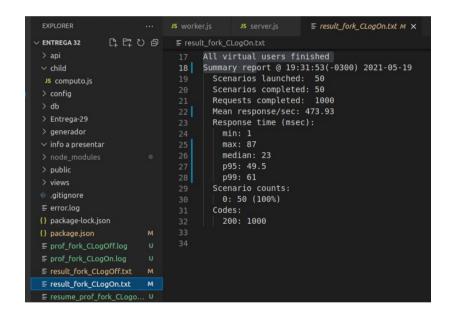
Resumen_prof_fork_Clogoff.txt (con console.log)

Conclusión: utilizando los console.log consume mas ticks 2740 > 2109

Result fork ClogOff.txt (informe de artillery sin Console.log)



Result_fork_ClogOn.txt (informe de artillery con Console.log)



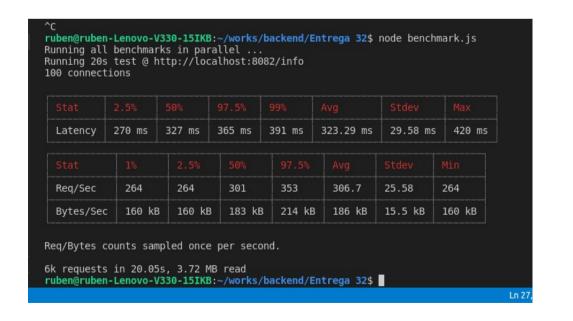
Conclusión: utilizando los console.log genera menos respuestas por segundos (473.93) que sin (645.16).

Utilizando -isnpect (con console.log)

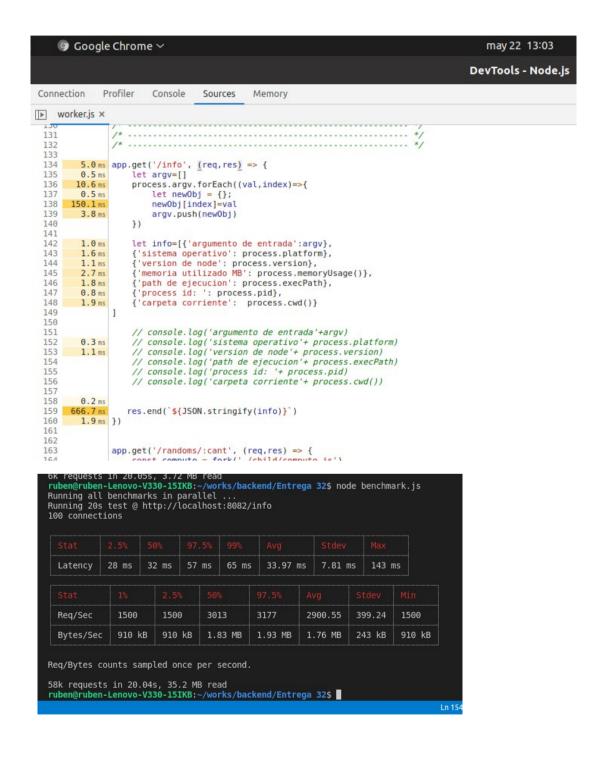
```
    Google Chrome 
    ✓
                                                                                                                                                      may 22 13:00
                                                                                                                                                DevTools - Node.js
Connection
                     Profiler Console
                                                      Sources
                                                                        Memory

    worker.js ×

                                tet nombre = req.user.usptaywame
                               req.logout()
res.render("logout", { nombre })
  127
                        129
  130
  131
  132
  133
              0.7 ms app.get('/info', (req, res) => {
  134
  135
                                 let argv=[]
                               tet argv=[]
process.argv.forEach((val,index)=>{
    let newObj = {};
    newObj[index]=val
              5.6 ms
0.2 ms
  136
   137
  138
             31.1 ms
                                      argv.push(newObj)
  140
                               let info={{'argumento de entrada':argv},
{'sistema operativo': process.platform},
{'version de node': process.version},
{'memoria utilizado MB': process.memoryUsage()},
{'path de ejecucion': process.execPath},
{'process id: ': process.pid},
              0.2 ms
0.3 ms
  142
  144
              0.5 ms
2.0 ms
  145
  146
              0.8 ms
  147
              0.5 ms
                                {'carpeta corriente': process.cwd()}
  148
  149
  150
             48.9 ms
                                console.log('argumento de entrada'+argy)
                               console.log('argumento de entrada'+argy)
console.log('sistema operativo'+ process.platform)
console.log('version de node'+ process.version)
console.log('path de ejecucion'+ process.execPath)
console.log('process id: '+ process.pid)
console.log('carpeta corriente'+ process.cwd())
             12.6 ms
17.5 ms
13.6 ms
  153
  155
             18.2 ms
  156
  157
  159 223.2 ms
                             res.end(`${JSON.stringify(info)}`)
  160
  161
162
                         app.get('/randoms/:cant', (req,res) => {
   const computo = fork('./child/computo.js')
  163
  164
  165
                               let { cant } = reg.params
```

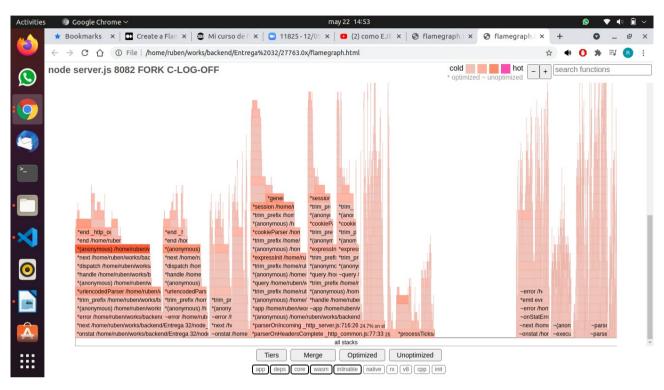


Utilizando -isnpect (sin Console.log)



Flame graph (sin consol.log) - se observa una zona blanca

(servidor desocupado)



Flame graph (con consol.log)

