

CC LAB 2 - MONOLITHIC ARCHITECTURE

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The screenshot shows a web browser window with multiple tabs open, including Google Gemini, Subways and Uri, Namma Metro, Case Study 1..., CC-LAB 2 - MON, CC Fest Monolith, CC- Lab 2 Mono, and Google Gemini. The main content area displays the 'Events' section of the Fest Monolith website. The user is logged in as PES1UG23AM308. The page lists nine events:

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

Each event card includes a 'Register' button.

The screenshot shows a browser window with multiple tabs open. The active tab is titled "localhost:8000/checkout". The page content is as follows:

Fest Monolith
FastAPI + SQLite + Locust

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](#)

CC Week X + Monolithic Applications Lab

The screenshot shows a browser window with multiple tabs open. The active tab is titled "localhost:8000/checkout". The page content is as follows:

Fest Monolith
FastAPI + SQLite + Locust

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

PART 6: Optimize the Checkout Route

Screenshot of Locust web interface showing performance results for the /checkout route. The interface includes tabs for STATISTICS, CHARTS, FAILURES, EXCEPTIONS, CURRENT RATIO, DOWNLOAD DATA, and LOGS.

STATISTICS Tab Data:

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failure
GET	/checkout	18	0	4	2000	2000	117.08	3	2037	2797	0.6	0
	Aggregated	18	0	4	2000	2000	117.08	3	2037	2797	0.6	0

CHARTS Tab Data (Response Time Percentiles):

Time Percentile	50%	60%	70%	80%	90%	95%	99%	99.9%	99.99%	99.999%	
GET /checkout	4	5	7	2000	2000	2000	2000	2000	2000	2000	18
Aggregated	5	6	7	2000	2000	2000	2000	2000	2000	2000	18

LOGS Tab (Output from locust file):

```

[venv] C:\user\sean\cloudlab\Lab2\PES11G23AM398\CC Lab-2\locust> ./locust -f locust/checkout_locustfile.py
2020-03-19 14:58:50,317 locust.main: Starting web interface at http://localhost:8089, press enter to open your default browser.
2020-03-19 14:58:50,317 locust.main: Starting user count manager: All users spammed: {"CheckoutUser": 1} (1 total users)
2020-03-19 14:58:50,317 locust.main: Shutting down (exit code 0)
File "C:\user\sean\cloudlab\Lab2\PES11G23AM398\venv\lib\site-packages\gevent\greenlet.py", line 116
    def python_check_callback(self, watcher_ptr): # pylint:disable=unused-argument
KeyboardInterrupt
[2020-03-19 14:58:50,317] servelib/INFO/locust.main: Shutting down (exit code 0)
Type          Name      Min   Max   Avg   Req/s  Fail/s
GET          /checkout  4     2836   4.01  0.00
GET          /          1     2836   4.01  0.00
Aggregated   2     2836   4.01  0.00
Response time percentiles (approximated)
Time      50%  60%  70%  80%  90%  95%  99%  99.9%  99.99%  99.999%
GET /checkout 4    5    7   2000  2000  2000  2000  2000  2000  2000
GET /          5    6    7   2000  2000  2000  2000  2000  2000  2000
Aggregated  5    6    7   2000  2000  2000  2000  2000  2000  2000
[venv] C:\user\sean\cloudlab\Lab2\PES11G23AM398\CC Lab-2>

```

CHARTS Tab Data (Response Time Percentiles):

Time Percentile	50%	60%	70%	80%	90%	95%	99%	99.9%	99.99%	99.999%	
GET /checkout	4	5	5	2000	2000	2000	2000	2000	2000	2000	18
Aggregated	5	6	5	2000	2000	2000	2000	2000	2000	2000	18

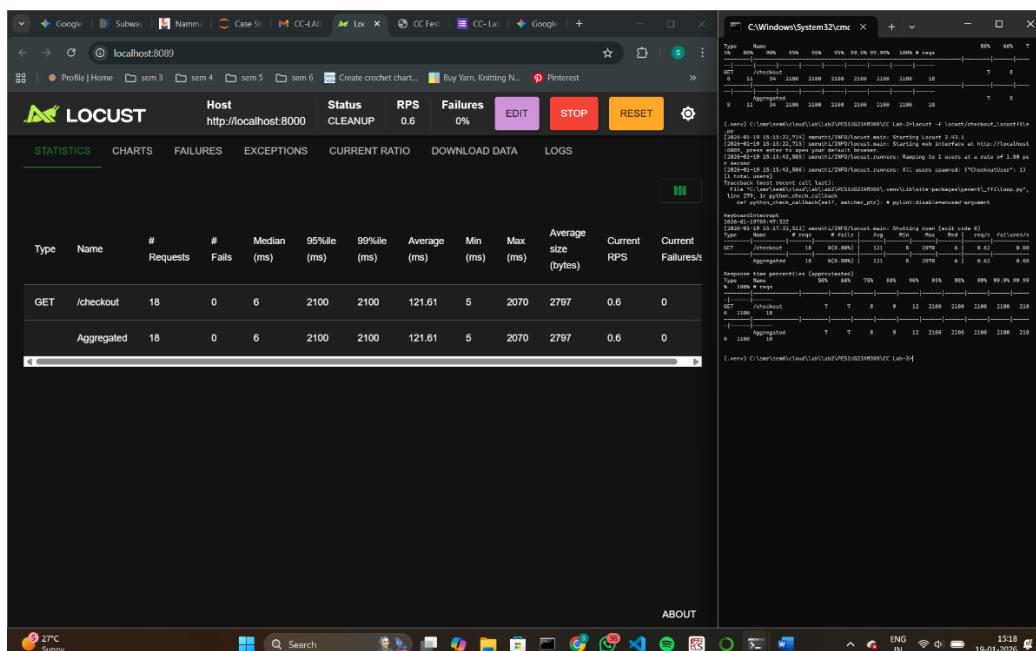
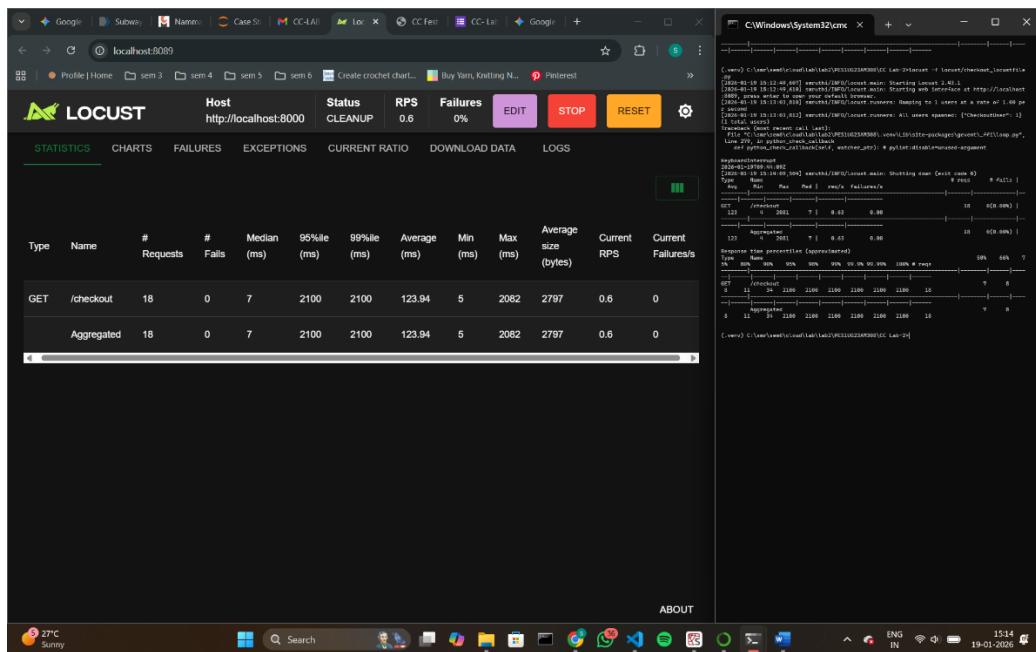
LOGS Tab (Output from locust file):

```

[venv] C:\user\sean\cloudlab\Lab2\PES11G23AM398\CC Lab-2> ./locust -f locust/checkout_locustfile.py
2020-03-19 14:58:50,317 locust.main: Starting web interface at http://localhost:8089, press enter to open your default browser.
2020-03-19 14:58:50,317 locust.main: Starting user count manager: All users spammed: {"CheckoutUser": 1} (1 total users)
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File "C:\user\sean\cloudlab\Lab2\PES11G23AM398\venv\lib\site-packages\gevent\greenlet.py", line 116
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[2020-03-19 14:58:50,317] servelib/INFO/locust.main: Shutting down (exit code 0)
Type          Name      Min   Max   Avg   Req/s  Fail/s
GET          /checkout  5     2836   4.01  0.00
GET          /          5     2836   4.01  0.00
Aggregated   5     2836   4.01  0.00
Response time percentiles (approximated)
Time      50%  60%  70%  80%  90%  95%  99%  99.9%  99.99%  99.999%
GET /checkout 5    6    7   2000  2000  2000  2000  2000  2000  2000
GET /          5    6    7   2000  2000  2000  2000  2000  2000  2000
Aggregated  5    6    7   2000  2000  2000  2000  2000  2000  2000
[venv] C:\user\sean\cloudlab\Lab2\PES11G23AM398\CC Lab-2>

```

Route 1: /events

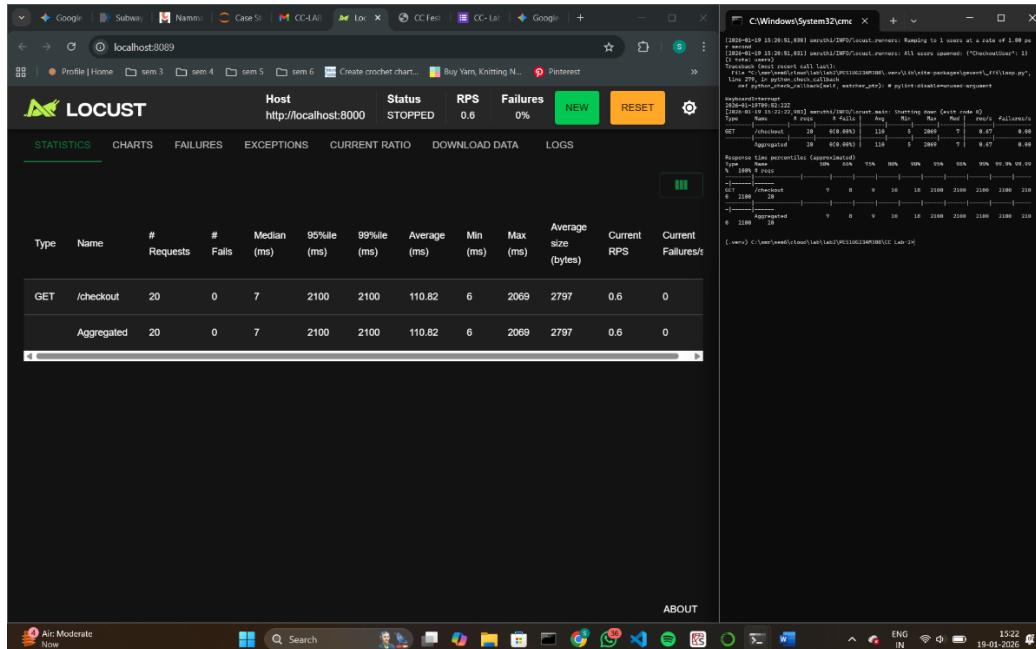
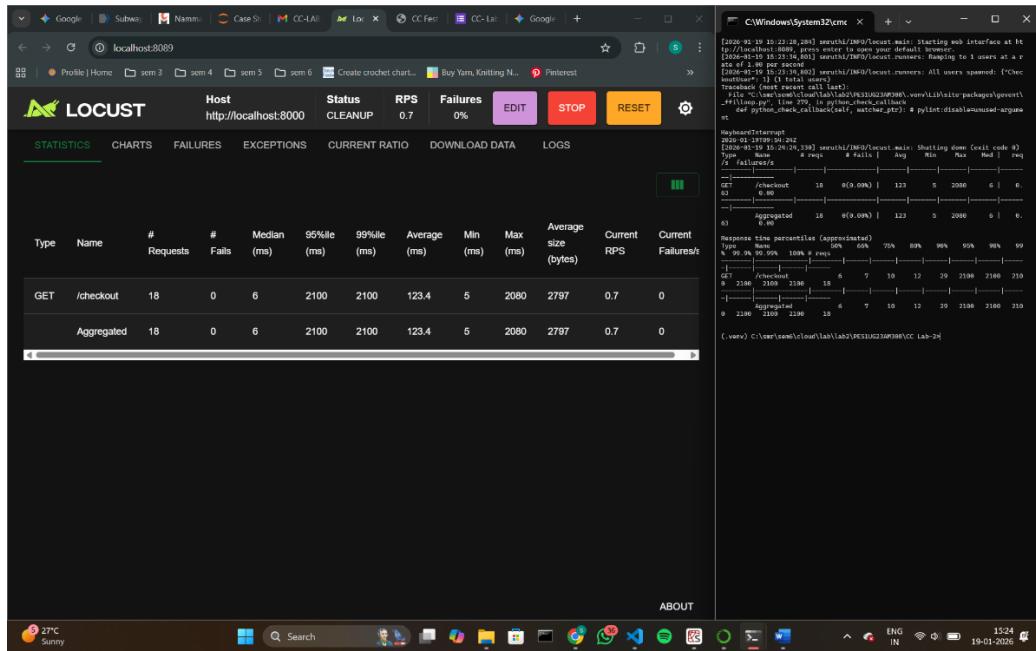


The bottleneck: The bottleneck was a computational overhead caused by a large for loop performing millions of modulo operations. This blocked the event loop, preventing the server from handling concurrent requests efficiently.

Changes made: I ensured the "waste" loop (for i in range(3000000): waste += i % 3) was removed or remained commented out. I also verified that the database connection is handled efficiently without unnecessary re-querying.

Why the performance improved: Removing the loop shifted the operation from CPU-bound (slow) to I/O-bound (fast). The server no longer spends millions of cycles on useless math, allowing it to respond immediately after fetching data from the database.

Route 2: /my-events



The bottleneck: The bottleneck was an artificial delay created by a dummy counter loop (for _ in range(1500000): dummy += 1). This caused high latency for every user trying to view their registered events.

Changes made: I deleted the dummy loop and the associated logic. I also ensured the SQL JOIN query is as lean as possible to minimize the time the database spends searching the registrations table.

Why the performance improved: The performance improved because the execution time per request dropped significantly. By eliminating the manual loop, the response time is now dictated only by the speed of the SQL query, leading to higher Requests Per Second (RPS) in Locust.