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## Lab solutions for 03-02

1

1

The upper 5% percentile tells us that there are rarely 27000 or more users.

2

We can see that in the beginning there were regularly around 13000 users, while at the end there were regularly 20000 users

3

We can see how likely / unlikely it is that we will have X amount of players. Buying hardware to support 40000 players might not be smart when it only happens 1% of the time.

2

The script is in this directory with the name `log_incomming_connections.sh`. It looks like this:

```
1 #!/bin/bash
2
3 # curl incomming connections
4 CURRCONN=$(curl -su someuser:password "http://10.212.136.82:1936/csv"
   | grep FRONTEND | head -1 | awk -F',' '{print $5}')
5
6 # determine unixtime
7 UNIXTIME=$(date +%s)
8
9 # echo time,connections
10 echo "$UNIXTIME,$CURRCONN"
```