

SWEN90007 Software Design & Architecture

Semester 2 - 2019

Submission 4

Testing & Reflection

Wednesday 16:15 PM Workshop

Savan Kanabar

Login: - skanabar@student.unimelb.edu.au

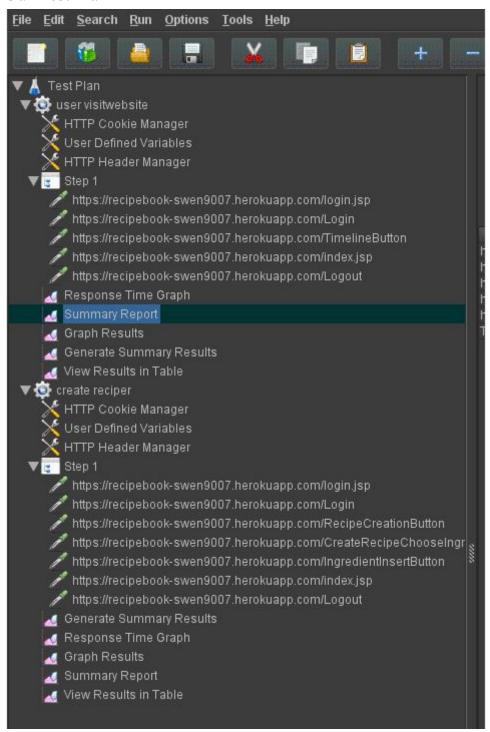
ID: - 965371

Umut Cem Soyulmaz

Login: - usoyulmaz@student.unimelb.edu.au

ID: - 989654

Our Test Plan



This image shows our test plan, we have 2 users, one visiting our website to view all the recipes and another user who wants to go to website and post some recipes. We will check for how long our system can handle multiple requests continuously before it breaks, throughput, response time and latency.

Latency

Latency of Timeline

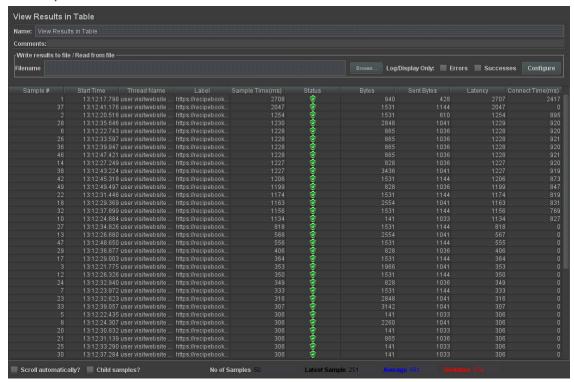


Figure 1Latency of View Timeline

Latency of Create Recipe

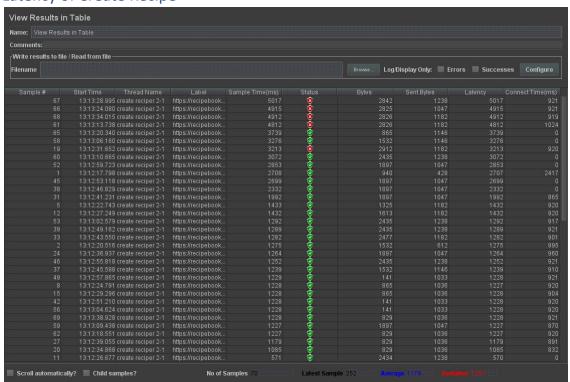


Figure 2 Latency of Create Recipe

Throughput

Throughput of Timeline

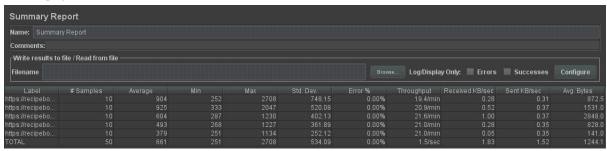


Figure 3 Throughput of Timeline

Throughput of Create Recipe

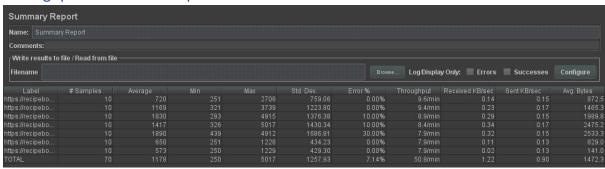


Figure 4 Throughput of Create Recipe

Response Time Graph

View Timeline

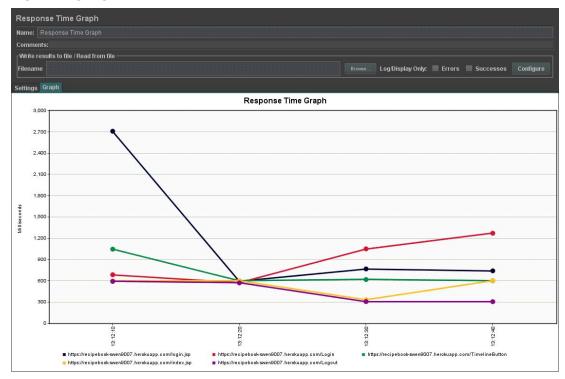


Figure 5 Response time for Timeline

Create Recipe

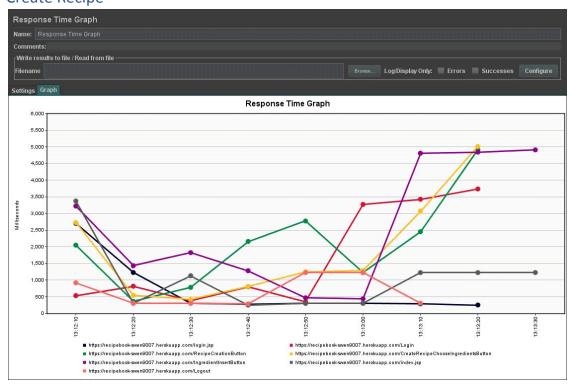


Figure 6 Response time for create recipe

Discussion

Figure 1 and Figure 2 shows the latency in our system when a user visits our timeline which contains all the recipes, or they try to create recipes. Here the amount of data sent and received is just few bytes so the performance is acceptable, and latency is low, but if our system grows in terms of users and recipes than our performance will get affected. To mitigate this, we can implement Lazy Load feature in timeline as well, right now it is only associated with comments which are made on recipe and ingredients of the recipe. The patterns which increase the performance are Unit of Work and Identity map as well.

Figure 3 and Figure 4 show the throughput of our timeline page and creating a recipe page, it is almost 1.5 pages per second and almost 51 pages per minute respectively. That is very good throughput and this has been achieved with correct implementation of data mapper pattern and having separate object models for all the components, along with that, Identity Map & Association Table patterns are also responsible in our system for increasing the throughput. For example, we can retrieve multiple ingredients associated with a recipe just by one call to database.

Figure 5 and 6 shows response time graph of our timeline page and create recipe page, the initial response time is higher because Heroku needs time for warm up, otherwise response time for timeline is very good as we can see, Response time for create recipe is a bit higher sometimes because that is the time when the data is sent into backend and processed.

Reflection

One of the main decisions we made in our system was regarding where we should implement our session. We decided to go with Client Side Session because that would give us better performance compared to server side or database side session as we have limited resources on both those sides and now while testing our application, we feel that the decision we took was correct because the numbers of our performance tests are very good.

For future development we would implement Lazy Load for full system rather than just some specific package to increase our performance even more

We would also remove Unit of Work from our system if we continue future development because we can achieve the same objective in easier ways,, for example, we can fetch data in one transaction and store in another and combine this process with optimistic lock or we can also use batch processing which allows us to group similar SQL statements in a batch and process them in one call, this reduces latency overhead.

Limitations

It is not possible for us to stress test the system because we are using Shiro for security and have credentials which limits our actions in jmeter for example, we cannot have 100 users accessing the page simultaneously in this case to gauge the performance and bottleneck in our system. However, we did test what would happen if a user post multiple recipes in a very short time using the loop feature in jmeter and it crashed our deployed app after some time, the number of loops that it ran for was different for all the 3 times we tested and due to this we believe that the issue is free tier of Heroku. The image below shows server crashing after 2 loops.

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