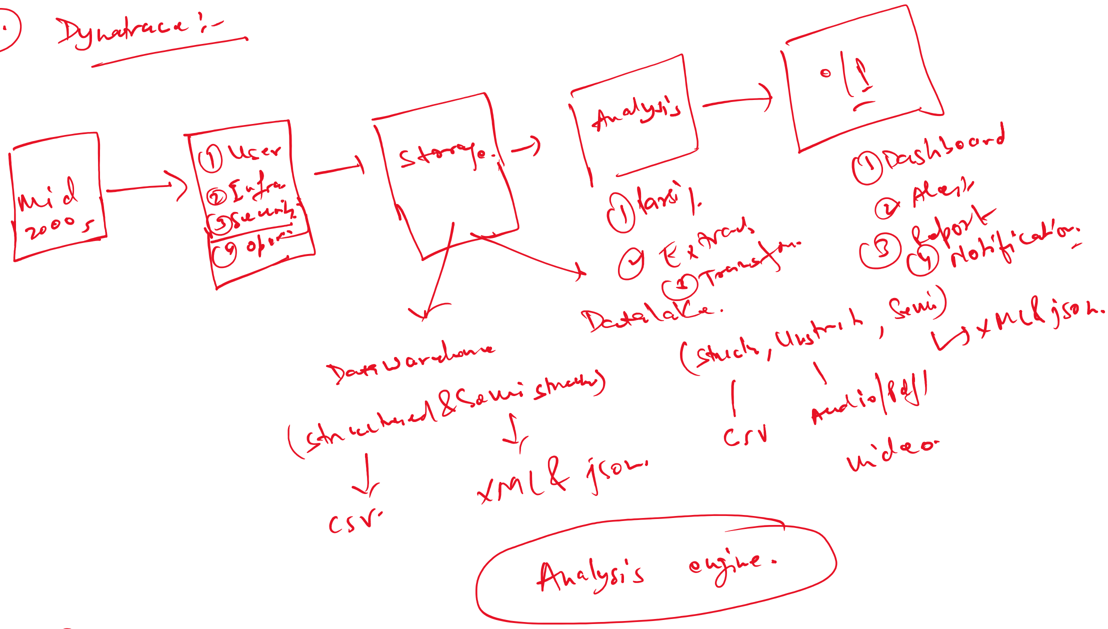
Day - 1

01 September 2025 10:49

1. Dynatrace :-



(1) Cost

(2) Integration

(3) Customer support

USP

Monitoring Vs Observability

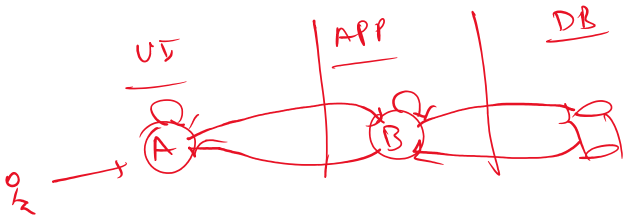
(1) Reactive Approach

(1) Initial period.

(Proactive)

3 Pillars :-

(1) Metric - CPU, Memory, Disk - 80%
(2) Log - little more detail with timestamp
(3) Traces



Dynatrace as a observability Tool :-

(1) Infra

(2) APM

(3) Container

(4) DB

(1) OneAgent - Agent for data ingestion.
└ independent of App lang.
dependent on the O.S

③ Container

④ DB

⑤ Cloud Monitoring

Dynatrace – 2024 → Dynatrace (Application Monitoring)
→ User Experience Management (UEM)
→ Data Centre RUM
→ Synthetic Monitoring

After 2024, DT acquired by Rusit → Combine all the tools & make one tool.

Dynatrace.

DT → SAAS. (Software as a Service)
→ Managed (App.) → Package (window (linux) is there) (No dependency)

① DT SAAS:- → oneAgent → A1 → 443 → DT Servers

oneAgent → A2 → 443 → DT Servers

oneAgent → A3 → 443 → DT Servers

SAAS

Server A.G.

DT Server:

① Reverse Proxy – nginx

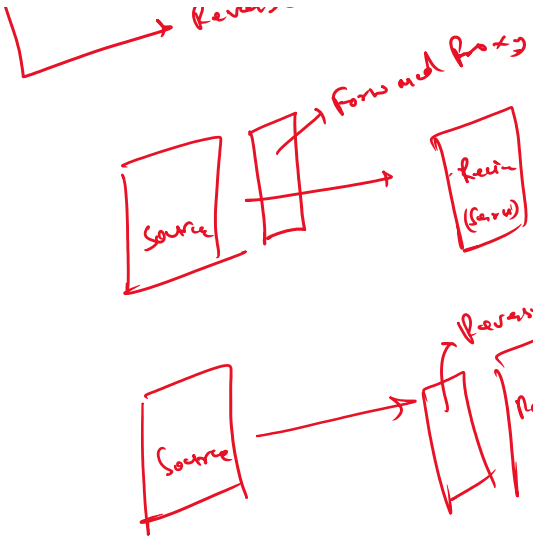
② Database Cassandra. – Time based metric

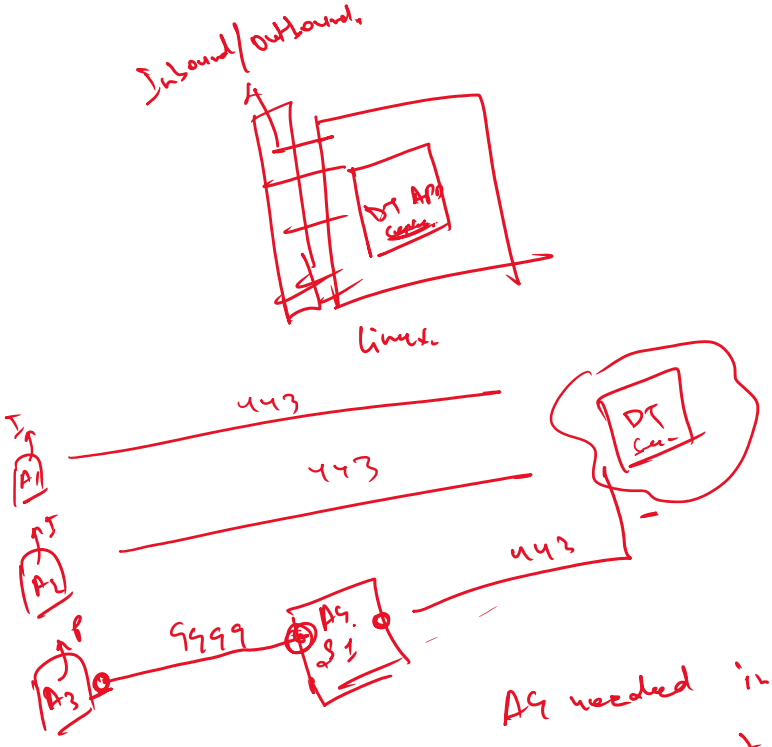
③ Elastic Search – log & search Indexes.

④ Embidded Active Gate – SAAS only in

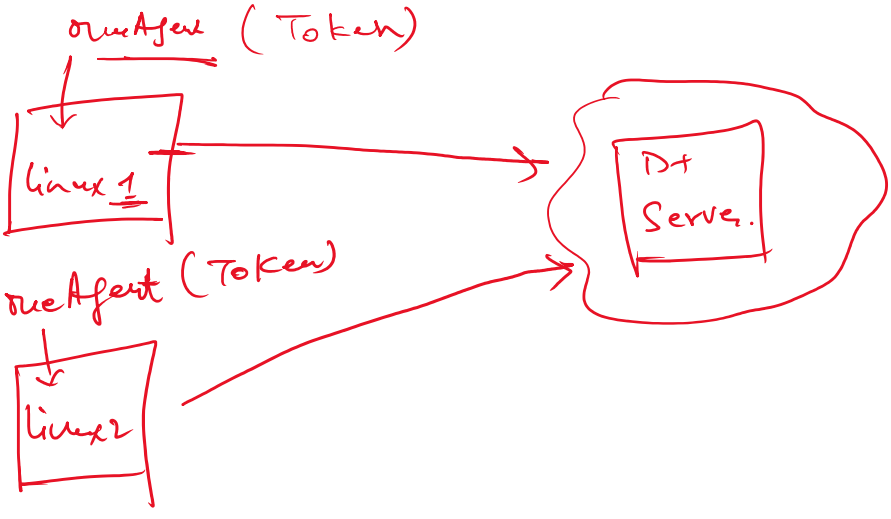
Proxy → Forward Proxy
→ Reverse Proxy

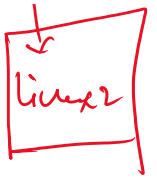
Forward Proxy





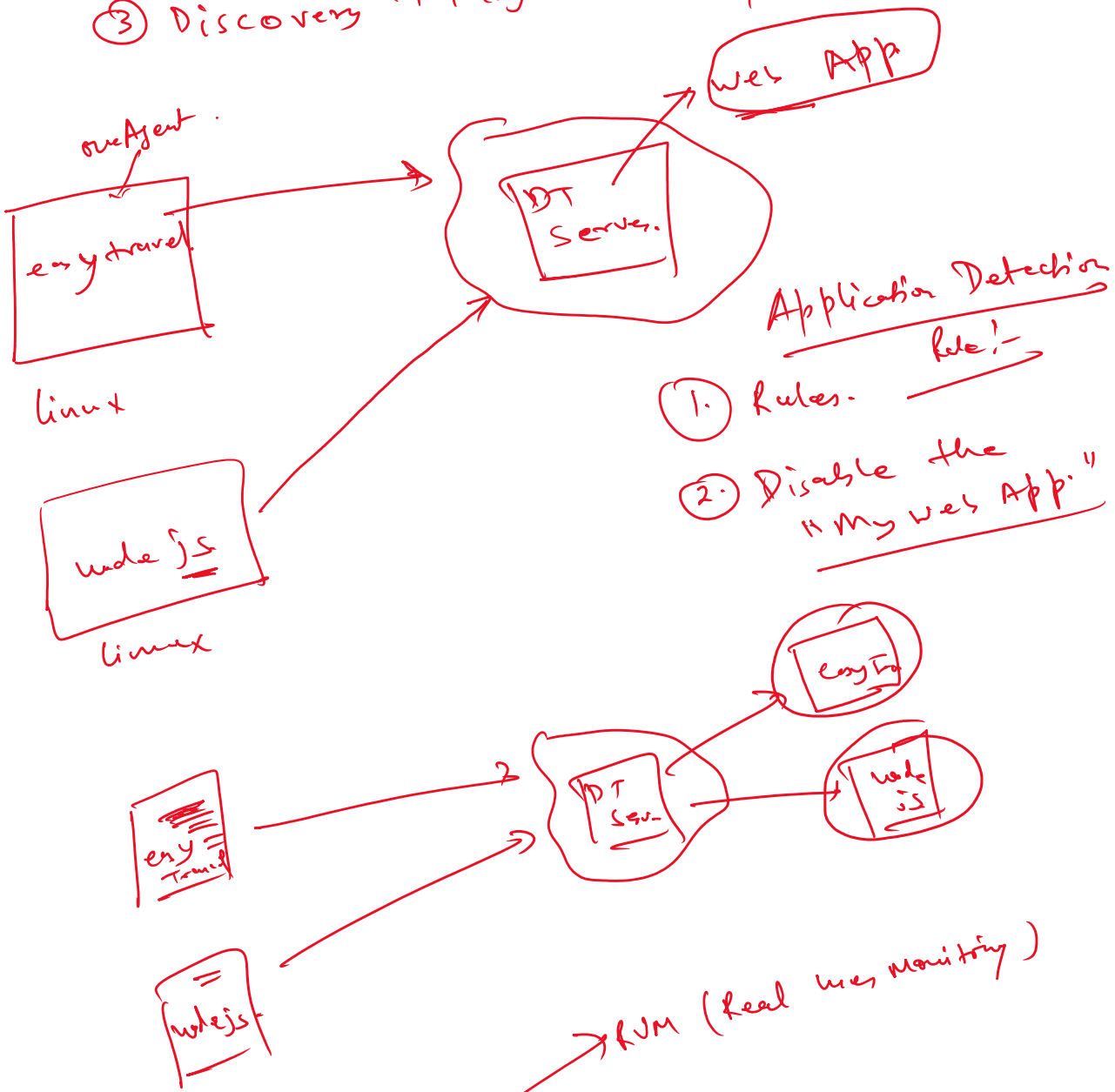
AG needed in the case of SAAS env. not in managed env.





Monitoring modes

1. Infra → Infra. related metrics.
2. Fullstack → end to end monitoring.
3. Discovery → High level info.



EUM (End user Monitoring)

send true req. to App. And true App. will respond.

XHR :- XMLHttpRequest

fetch req. usually web app. w/o reloading the whole page & update data dynamically.

① Response time
② Error rate.
③ Performance impact
④ Third-party dependency.

∴ XHR Action in DT RUM = Background req. (AJAX/fetch) measured as part of user experience monitoring

Pageload → XHR → Backend Trace → Dashboard

INP (Interaction to next paint) → Google.

How quickly a web page respond to user action.

such as click, taps, or key

INP :- latency

① Input delay – time b/w user Action & event handler execution.

② Processing delay. – how long true event handler can.

Action delay. – time until the UI updates visually.

② process.

③ presentation delay. – time visually.

> 200ms.

Slow INP – lag in your app.

≤ 200ms → good (smooth & responsive)

200–500ms → needs improvement.

> 500ms → poor.