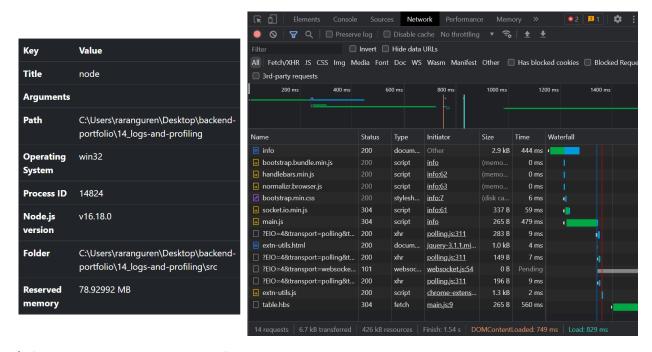
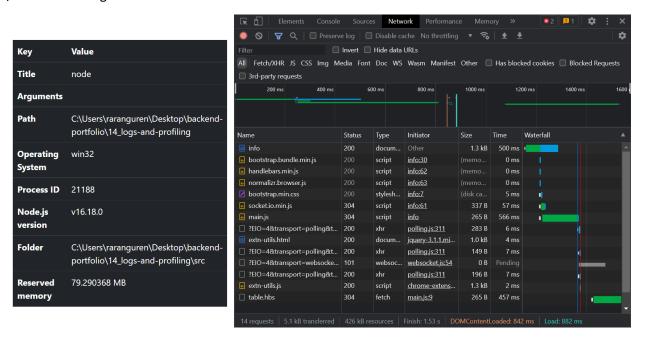
Performance improvement report:

/info route using GZIP: 6.7kB transferred



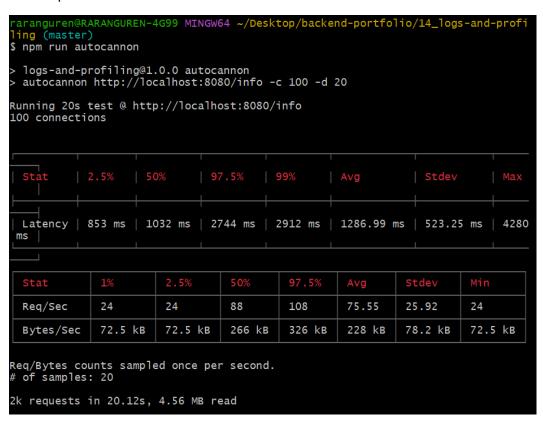
/info route using GZIP: 5.1kB transferred



/info without console.log()

Artillery output:

Autocannon output:



Chrome inspect output:

```
        Set | Test
        Set | T
```

0x flame graph: see contents of /14944.0x

/info with console.log()

Artillery output:

Autocannon output:

```
$ npm run autocannon
 logs-and-profiling@1.0.0 autocannon
autocannon http://localhost:8080/info -c 100 -d 20
Running 20s test @ http://localhost:8080/info
100 connections
                                    2420 ms
                                             1143.54 ms
          836 ms
                  1022 ms
                           2006 ms
                                                         323.45 ms
                                                                    3111 ms
 Latency
 Req/Sec
            33
                              96
                                      103
                                              85.7
                                                      19.51
                                                               33
            99.5 kB
 Bytes/Sec
                     99.5 kB
                              289 kB
                                      310 kB
                                              258 kB
                                                      58.7 kB
                                                               99.4 kB
Req/Bytes counts sampled once per second.
# of samples: 20
2k requests in 20.13s, 5.16 MB read
```

Chrome inspect output:

0x flame graph: see contents of /2424.0x

Results: since the console.log() function is synchronous, calling it in every iteration of the test calls to the /info route slows down server performance. Hence why we should use asynchronous-based loggers, such as the Winston library.