

Ss1

The screenshot shows a web browser window for the URL `localhost:8000/events?user=PES1UG23CS725`. The page title is "Fest Monolith" and it displays a list of six events:

- Event ID: 1** (₹ 500) - **Hackathon**: Includes certificate • instant registration • limited seats. **Register** button.
- Event ID: 2** (₹ 300) - **Dance**: Includes certificate • instant registration • limited seats. **Register** button.
- Event ID: 3** (₹ 500) - **Hackathon**: Includes certificate • instant registration • limited seats. **Register** button.
- Event ID: 4** (₹ 300) - **Dance Battle**: Includes certificate • instant registration • limited seats. **Register** button.
- Event ID: 5** (₹ 400) - **AI Workshop**: Includes certificate • instant registration • limited seats. **Register** button.
- Event ID: 6** (₹ 200) - **Photography Walk**: Includes certificate • instant registration • limited seats. **Register** button.

Navigation links include "Events", "My Events", "Checkout", and "Logout". A "View My Events →" button is also present.

Ss2

The screenshot shows a web browser window for the URL `localhost:8000/checkout`. The page title is "Fest Monolith" and it displays an error message:

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

Navigation links include "Back to Events" and "Login". A "HTTP 500" status code is visible in the top right corner.

CC Week X • Monolithic Applications Lab

```
INFO: 127.0.0.1:64376 - "GET /checkout HTTP/1.1" 500 Internal Server Error
ERROR: Exception in ASGI application
```

Ss3

 **Fest Monolith**
FastAPI • SQLite • Locust

[Login](#) [Create Account](#)

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).

INFO: 127.0.0.1:54640 - "GET /checkout HTTP/1.1" 200 OK

Ss4

before optimizimg

The Locust web interface shows a failed load test with 0 RPS and 6 failures. The terminal logs show Locust starting and a warning about the browser being closed.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s
GET	checkout	20	0	6	2100	2100	199.46	5	2878	2797	0.7	0
	Aggregated	20	0	6	2100	2100	199.46	5	2878	2797	0.7	0

```
[2026-01-29 15:43:22,230] Yuvika/INFO/locust.main: Starting Locus t 2.43.1
[2026-01-29 15:43:22,231] Yuvika/INFO/locust.main: Starting web i nterface at http://localhost:8089, press enter to open your defau lt browser.
[2026-01-29 15:43:34,359] Yuvika/INFO/locust.runners: Ramping to 1 users at a rate of 1.00 per second
[2026-01-29 15:43:34,360] Yuvika/INFO/locust.runners: All users s pawned: {"CheckoutUser": 1} (1 total users)
```

Ss5

After optimizing

The screenshot shows two side-by-side Locust performance test interfaces. Both displays show a green 'STOPPED' status bar at the top. The left interface shows a single test step: 'GET /checkout' with 20 requests, 0 fails, and a median response time of 5ms. The right interface shows the same test step with slightly different metrics: 20 requests, 0 fails, and a median response time of 7ms. Both interfaces include a terminal window showing command-line logs for the Locust run.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s	
GET	/checkout	20	0	5	2000	2000	107.16	4	2044	2797	0.6	0
	Aggregated	20	0	5	2000	2000	107.16	4	2044	2797	0.6	0

Type	Name	# reqs	# fails	Avg	Min	Max	Med	req/s	fail/s
GET	/checkout	20	0	0.70	0.00	2044	107	4	2797
	Aggregated	20	0	0.70	0.00	2044	107	4	2797

Type	Name	50%	66%	75%	80%	90%	95%	98%
GET	/checkout	5	6	6	6	7	2000	2000
	Aggregated	5	6	6	6	7	2000	2000

DIY

Ss6

Before

The screenshot shows two side-by-side Locust performance test interfaces. Both displays show a green 'STOPPED' status bar at the top. The left interface shows a single test step: 'GET /events?user=locust_user' with 15 requests, 0 fails, and a median response time of 229ms. The right interface shows the same test step with slightly different metrics: 15 requests, 0 fails, and a median response time of 230ms. Both interfaces include a terminal window showing command-line logs for the Locust run.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s
GET	/events?user=locust_user	15	0	229	2300	367.84	196	2258	21138	0.5	0
	Aggregated	15	0	229	2300	367.84	196	2258	21138	0.5	0

The screenshot shows a browser window for Locust at localhost:8089. The Locust interface displays various metrics such as requests per second (RPS), failure rates, and response times for different API endpoints. Below the main statistics, there's a detailed table of response time percentiles. To the right of the browser, a terminal window is open, showing Python code for a file named 'main.py' and its output. The terminal output includes logs from the Locust application and command-line arguments.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s
GET	/events?user=locust_user	15	0	220	2300	2300	367.84	196	2258	21138	0.5	0
	Aggregated	15	0	220	2300	2300	367.84	196	2258	21138	0.5	0

```

main.py 3           _init_.py      checkout_locustfile.py
CC Lab-2 > checkout > _init_.py > checkout_logic
3 def checkout_logic():
PROBLEMS ① OUTPUT DEBUG CONSOLE TERMINAL PORTS + ...
CS725\venv\lib\site-packages\gevent\_ffi\loop.py", line 279, in
python_check_callback
    def python_check_callback(self, watcher_ptr): # pylint:disabl
e=unused-argument

KeyboardInterrupt
2026-01-29T10:19:47Z
[2026-01-29 15:49:47,033] Yuvika/INFO/locust.main: Shutting down
(exit code 0)
Type Name # reqs # fails | Avg Min Max Me
d | req/s failures/s
-----|-----|-----|-----|-----|-----|-----|-----|
GET /events?user=locust_user 15 0(0.00%) | 367
195 2257 220 | 0.51 0.00
-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated 15 0(0.00%) | 367 195 2257
220 | 0.51 0.00
-----|-----|-----|-----|-----|-----|-----|-----|
Response time percentiles (approximated)
Type Name 50% 66% 75% 80% 90% 95% 98%
99% 99.9% 99.99% 100% # reqs
-----|-----|-----|-----|-----|-----|-----|-----|
GET /events?user=locust_user 220 240 270 270
310 2300 2300 2300 2300 2300 15
-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated 220 240 270 270 310 2300
2300 2300 2300 2300 15
(.venv) PS C:\Users\leish\OneDrive\Documents\sem6\cc\cc_lab\PES1U
G23CS725\CC_Lab-2>

```

Ss7

After optimizing

This screenshot shows the same Locust test setup as the previous one, but with significantly improved performance metrics. The RPS has increased to 0.7, and the average response time has dropped to approximately 119 ms. The terminal window shows the updated code and the start of the Locust test.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s
GET	/events?user=locust_user	15	0	6	2100	2100	119.57	5	2055	21138	0.7	0
	Aggregated	15	0	6	2100	2100	119.57	5	2055	21138	0.7	0

```

main.py 3           _init_.py      checkout_locustfile.py
CC Lab-2 > main.py > events
43 def login(request: Request, username: str = Form(...), passw
PROBLEMS ① OUTPUT DEBUG CONSOLE TERMINAL PORTS + ...
[2026-01-29 15:52:20,170] Yuvika/INFO/locust.main: Starting Locus
t 2.43.1
[2026-01-29 15:52:20,171] Yuvika/INFO/locust.main: Starting web i
nterface at http://localhost:8089, press enter to open your defau
lt browser.
[2026-01-29 15:52:39,008] Yuvika/INFO/locust.runners: Ramping to
1 users at a rate of 1.00 per second
[2026-01-29 15:52:39,010] Yuvika/INFO/locust.runners: All users s
pawned: {"EventsUser": 1} (1 total users)
(.venv) PS C:\Users\leish\OneDrive\Documents\sem6\cc\cc_lab\PES1U
G23CS725\CC_Lab-2>

```

This final screenshot shows the Locust test results after further optimization. The RPS has increased to 0.7, and the average response time has dropped to approximately 119 ms. The terminal window shows the updated code and the start of the Locust test.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	99%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures/s
GET	/events?user=locust_user	15	0	6	2100	2100	119.57	5	2055	21138	0.7	0
	Aggregated	15	0	6	2100	2100	119.57	5	2055	21138	0.7	0

```

main.py 3           _init_.py      checkout_locustfile.py
CC Lab-2 > main.py > events
43 def login(request: Request, username: str = Form(...), passw
PROBLEMS ① OUTPUT DEBUG CONSOLE TERMINAL PORTS + ...
python_check_callback
    def python_check_callback(self, watcher_ptr): # pylint:disabl
e=unused-argument

KeyboardInterrupt
2026-01-29T10:24:07Z
[2026-01-29 15:54:07,247] Yuvika/INFO/locust.main: Shutting down
(exit code 0)
Type Name # reqs # fails | Avg Min Max Me
d | req/s failures/s
-----|-----|-----|-----|-----|-----|-----|-----|
GET /events?user=locust_user 18 0(0.00%) | 119
4 2054 6 | 0.62 0.00
-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated 18 0(0.00%) | 119 4 2054
6 | 0.62 0.00
-----|-----|-----|-----|-----|-----|-----|-----|
Response time percentiles (approximated)
Type Name 50% 66% 75% 80% 90% 95% 98%
99% 99.9% 99.99% 100% # reqs
-----|-----|-----|-----|-----|-----|-----|-----|
GET /events?user=locust_user 6 6 6 6 7 7
8 2100 2100 2100 2100 2100 18
-----|-----|-----|-----|-----|-----|-----|-----|
Aggregated 6 6 6 6 7 8 2100
2100 2100 2100 2100 18
(.venv) PS C:\Users\leish\OneDrive\Documents\sem6\cc\cc_lab\PES1U
G23CS725\CC_Lab-2>

```

Ss8

Before optimizing

The screenshot shows two windows side-by-side. On the left is the Locust web interface at localhost:8089, displaying performance metrics for a single API endpoint. On the right is the PyCharm IDE running a Python script named 'main.py' which performs a GET request to '/events?user=locust_user'.

Locust Performance Data:

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures
GET	/my-events?user=locust_user	19	0	79	2100	19145	75	2143	3144	0.7	0
	Aggregated	19	0	79	2100	19145	75	2143	3144	0.7	0

PyCharm Terminal Output:

```
(.venv) PS C:\Users\leish\OneDrive\Documents\sem6\cc\cc_lab\PESU G23CS725\CC_Lab-2> locust -f locust\myevents_locustfile.py [2026-01-29 15:56:19,811] Yuvika/INFO/locust.main: Starting Locus t 2.43.1 [2026-01-29 15:56:19,813] Yuvika/INFO/locust.main: Starting web i nterface at http://localhost:8089, press enter to open your defau lt browser. [2026-01-29 15:56:30,581] Yuvika/INFO/locust.runners: Ramping to 1 users at a rate of 1.00 per second [2026-01-29 15:56:30,582] Yuvika/INFO/locust.runners: All users spawned: {"MyEventsUser": 1} (1 total users)
```

Ss9

After optimizing

The screenshot shows two Locust performance test interfaces side-by-side, illustrating the results before and after optimization.

Top Window (Before Optimization):

- Host:** http://localhost:8089
- Status:** STOPPED (RPS: 0.6, Failures: 0%)
- Statistics:** Shows a single GET request named "/my-events?user=locust_user" with 19 requests, 0 fails, and a median response time of 5ms.
- Logs:** Displays terminal logs for the locust run, showing the command used and the start of the test.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures	
GET	/my-events?user=locust_user	19	0	5	2000	2000	112.7	5	2049	3144	0.6	0
Aggregated												
		19	0	5	2000	2000	112.7	5	2049	3144	0.6	0

Bottom Window (After Optimization):

- Host:** http://localhost:8089
- Status:** STOPPED (RPS: 0.6, Failures: 0%)
- Statistics:** Shows the same single GET request with 19 requests, 0 fails, and a median response time of 5ms.
- Logs:** Displays terminal logs for the locust run, showing the command used and the start of the test.

Type	Name	# Requests	# Fails	Median (ms)	95%ile (ms)	Average (ms)	Min (ms)	Max (ms)	Average size (bytes)	Current RPS	Current Failures	
GET	/my-events?user=locust_user	19	0	5	2000	2000	112.7	5	2049	3144	0.6	0
Aggregated												
		19	0	5	2000	2000	112.7	5	2049	3144	0.6	0

Questions and answers:-

1)Route: /checkout

What was the bottleneck?

The primary bottleneck was a Single Point of Failure where a "division by zero" error crashed the entire application. Additionally, the logic used an inefficient while loop to calculate the total, incrementing the value by 1 for every unit of the fee, which wasted CPU cycles.

What change did you make?

I first commented out the line causing the zero-division crash to restore system stability. I then replaced the inefficient while loop with an optimized version that uses direct addition: total += e[0].

Why did the performance improve?

Performance improved because direct addition is a constant-time operation, whereas the previous loop forced the CPU to perform millions of unnecessary increments. In a monolith, removing these blocks unfastens the single process to handle requests immediately.

2)Route: /events

What was the bottleneck?

The bottleneck was an intentional "waste" loop that executed 3,000,000 iterations for every request. This blocked the FastAPI event loop, causing high latency and making the "All-in-One Counter" (the monolith) sluggish.

What change did you make?

I deleted the waste loop and its associated logic inside the @app.get("/events") function in main.py.

Why did the performance improve?

By removing the loop, the server no longer had to perform 3 million useless calculations before rendering the page. This allowed the application to jump directly to database retrieval and template rendering, significantly dropping the average response time.

3)Route: /my-events

What was the bottleneck?

The bottleneck was a "dummy" loop that ran 1,500,000 iterations. Even though it was smaller than the events bottleneck, it still forced the server to stay busy with meaningless tasks while users waited for their data.

What change did you make?

I removed the dummy loop code from the my_events function in main.py.

Why did the performance improve?

The performance improved because the request-handling process became leaner. Removing the artificial delay allowed the server to process the SQL join and render the my_events.html template instantly, leading to a much lower average response time in Locust.