

My Company

ivetamkp-test-scenario

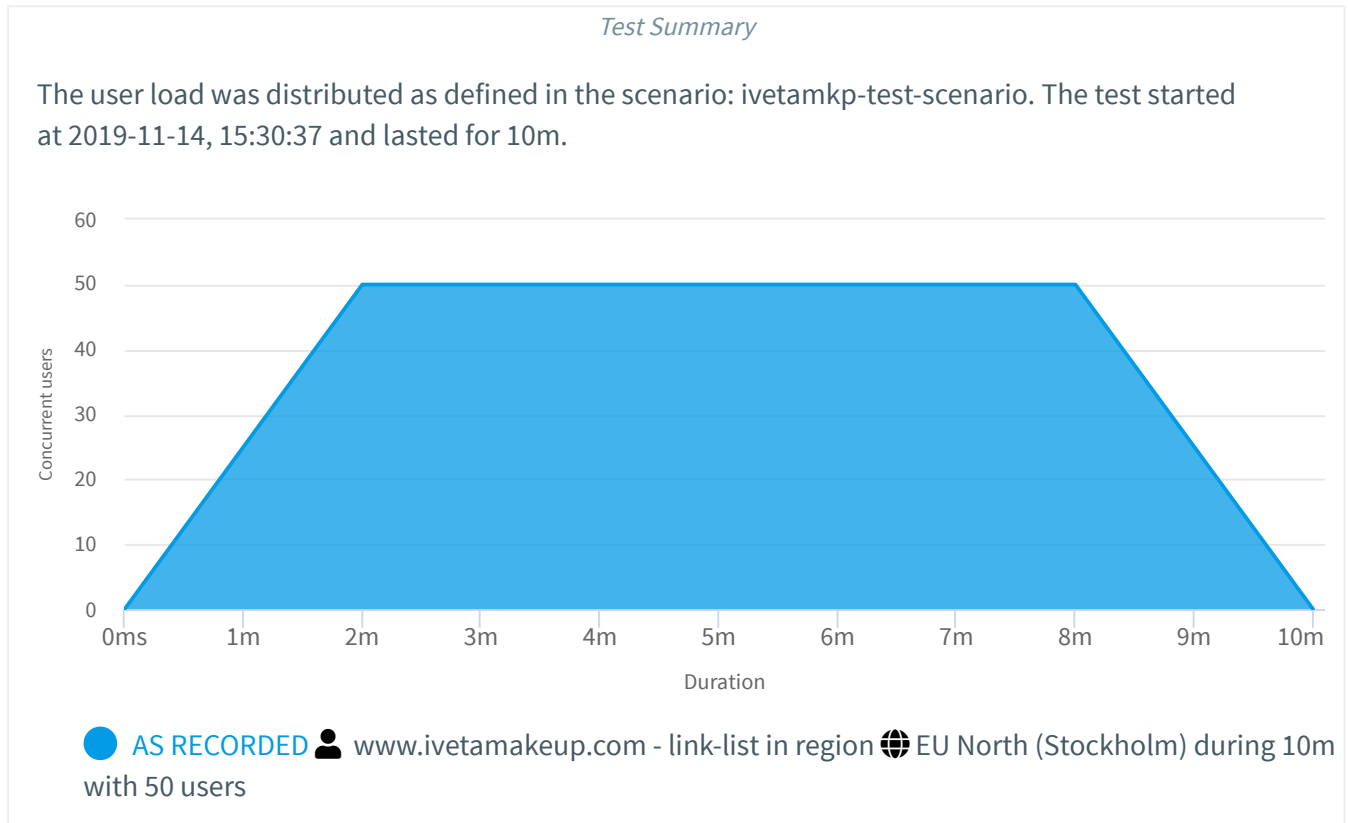
2019-11-14, 15:30:21

Result: ivetamkp-test-scenario - 50 VUs - 2019-11-14 14:30 UTC

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1. Test Summary

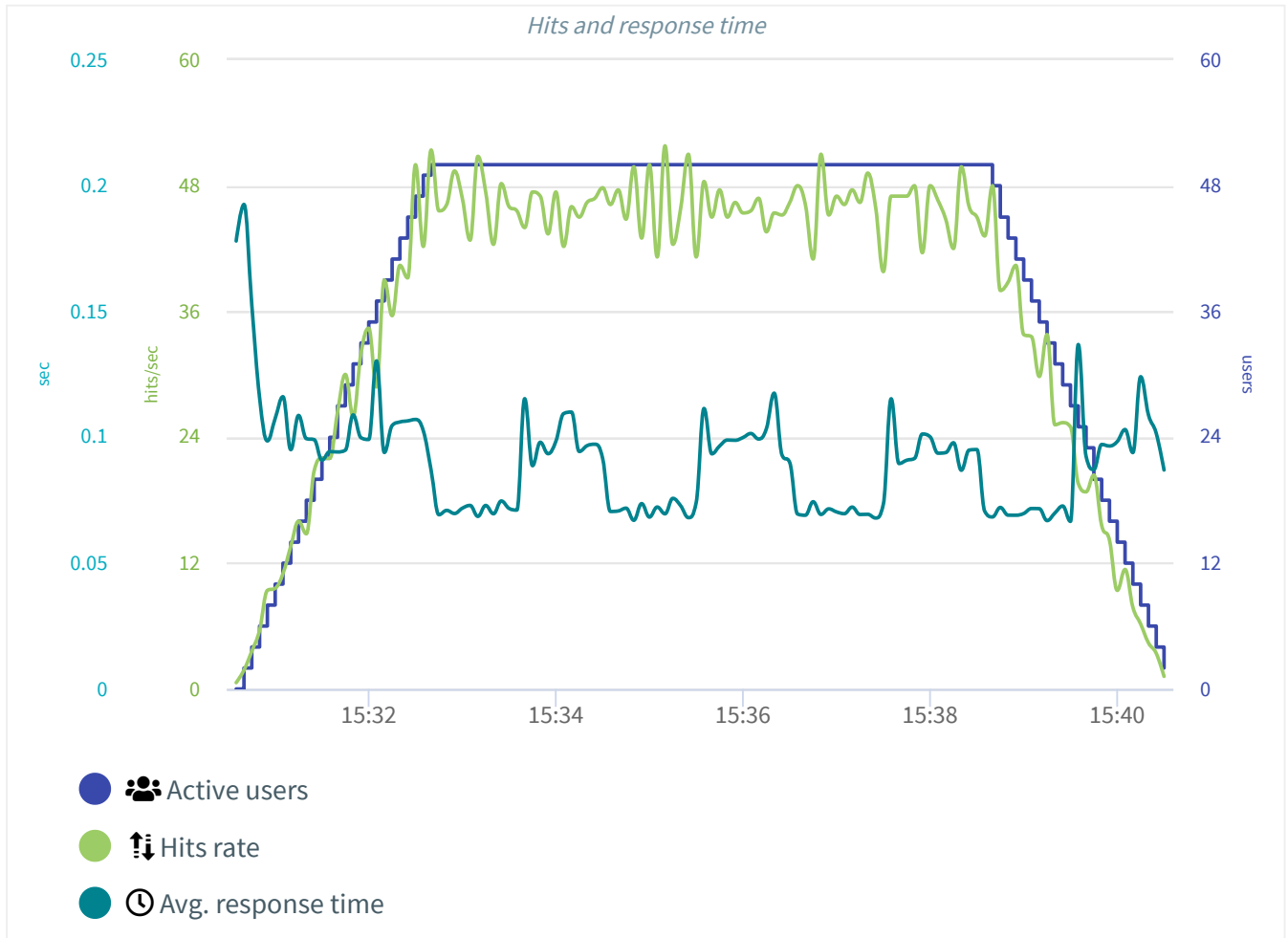


Statistics summary

	Hits count 22001 hits
	Errors count 1642 errors
	% Errors 7.46 %
	Avg. response time 0.089 sec
	Latency standard deviation 0.062 sec
	Received Bytes rate 1.6 MB/sec
































2. Results Summary

2.1. Hit rate and response time under load










2.2. Request details

Results tree








	Action	Avg. response time (sec)	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
	 AS RECORDED - w...				
	 /	 0.089	0.093	1715	 0
	 /artist/	 0.048	0.052	1712	 0
	 /portfolio/	 0.106	0.112	1708	 0
	 /cene/	 0.046	0.05	1705	 0
	 /booking-sr/	 0.195	0.305	1701	 48.62
	 /kontakt/	 0.059	0.062	1697	 0
	 /contact/	 0.09	0.097	1693	 0
	 /home/	 0.047	0.051	1691	 0
	 /privacy-policy/	 0.088	0.095	1687	 0
	 /about/	 0.047	0.051	1680	 0
	 /portfolio-en/	 0.103	0.111	1675	 0
	 /prices/	 0.046	0.05	1670	 0
	 /booking-en/	 0.193	0.315	1667	 48.89

Total Items: 14

-   Avg. response time
-   Response time percentile 90
-   Hits count
-  %% Errors

<i>Results</i>					
Action	Avg. response time (sec) ▼	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)	
 /booking-sr/	0.195	0.305	1701	48.62	
 /booking-en/	0.193	0.315	1667	48.89	
 /portfolio/	0.106	0.112	1708	0	
 /portfolio-en/	0.103	0.111	1675	0	
 /contact/	0.09	0.097	1693	0	
 /	0.089	0.093	1715	0	
 /privacy-policy/	0.088	0.095	1687	0	
 /kontakt/	0.059	0.062	1697	0	
 /artist/	0.048	0.052	1712	0	
 /home/	0.047	0.051	1691	0	
 /about/	0.047	0.051	1680	0	
 /prices/	0.046	0.05	1670	0	
 /cene/	0.046	0.05	1705	0	

Total Items: 13

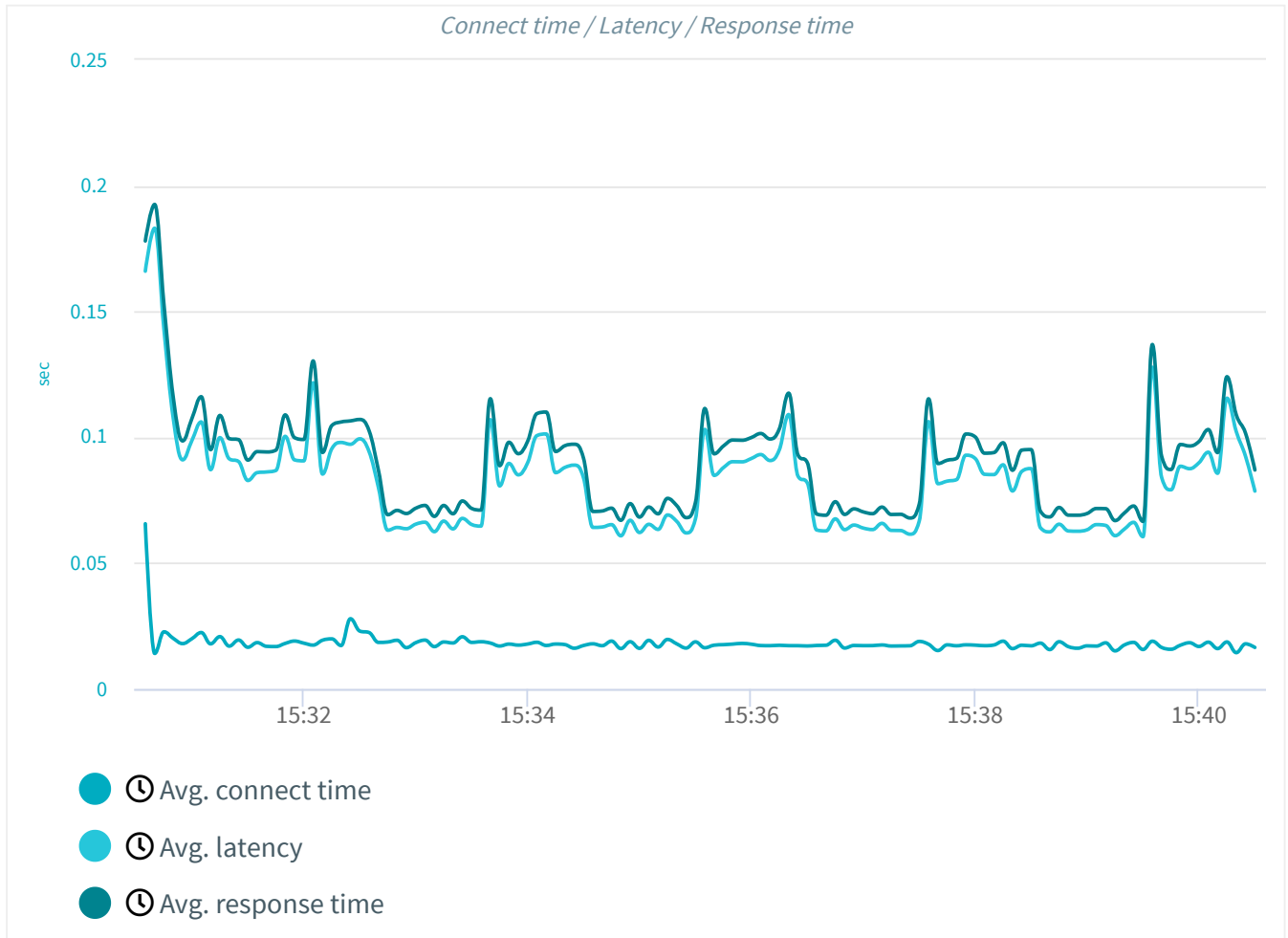
-   Avg. response time
-   Response time percentile 90
-   Hits count
-  %% Errors

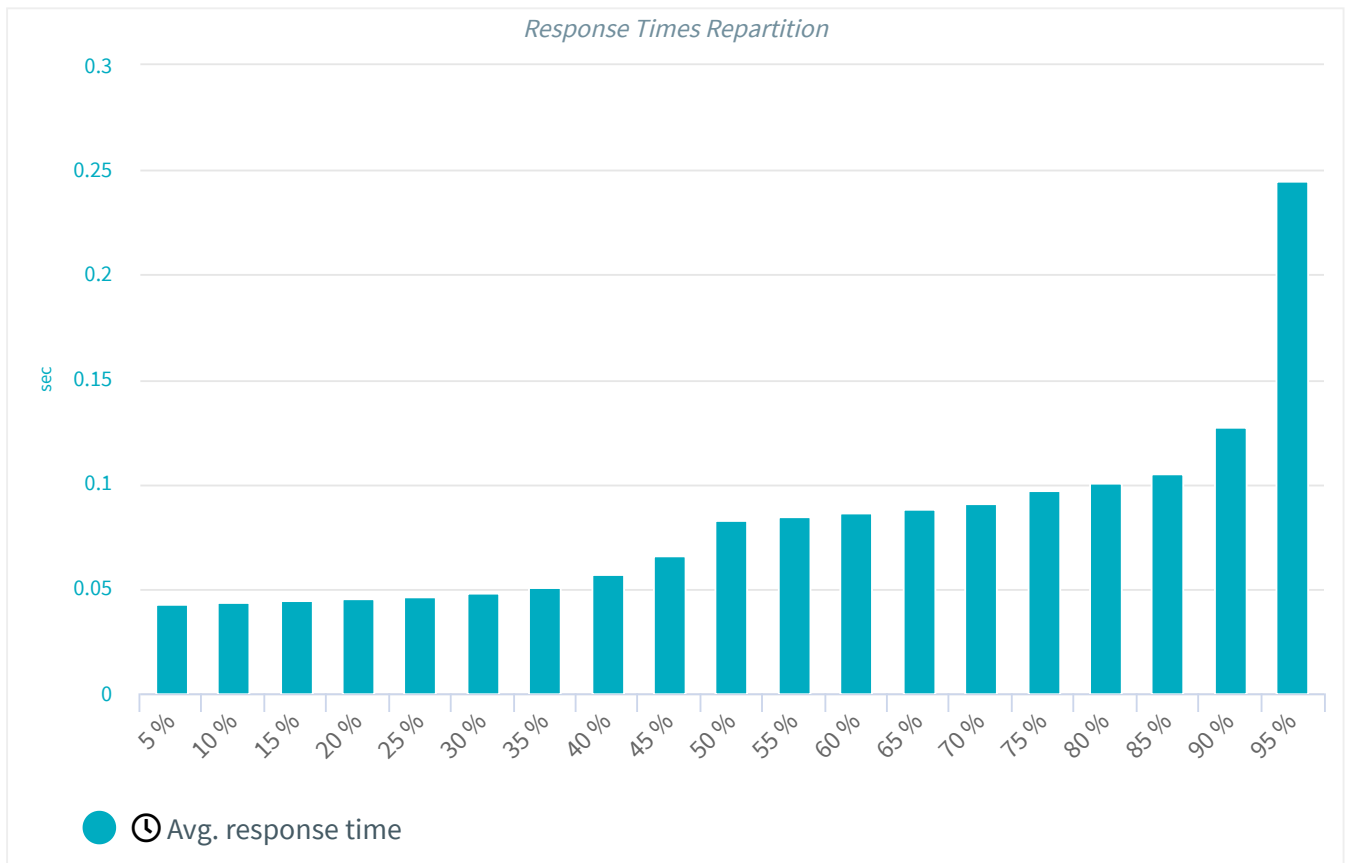
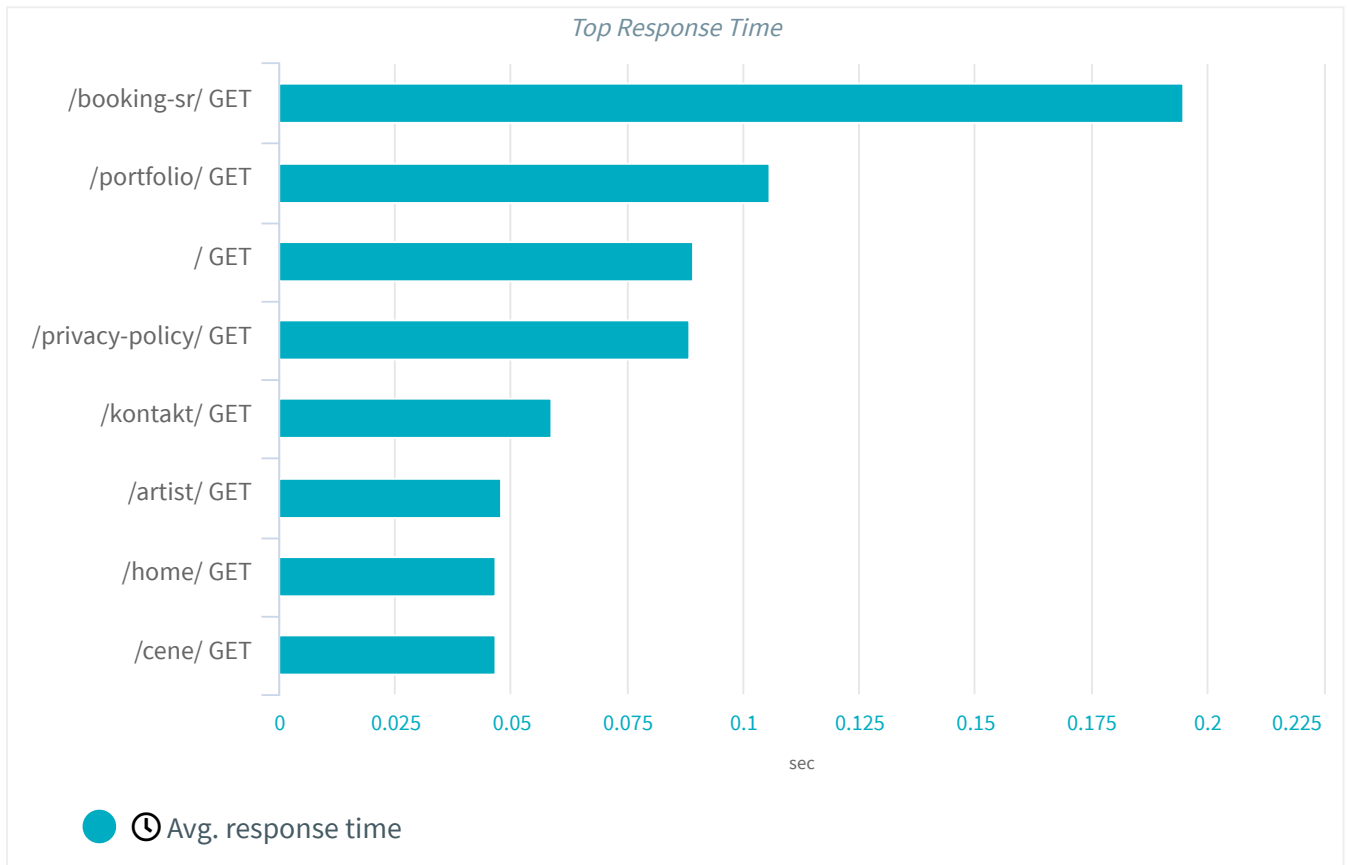
Threshold alarms

 No threshold alarms.

3. Result breakdown

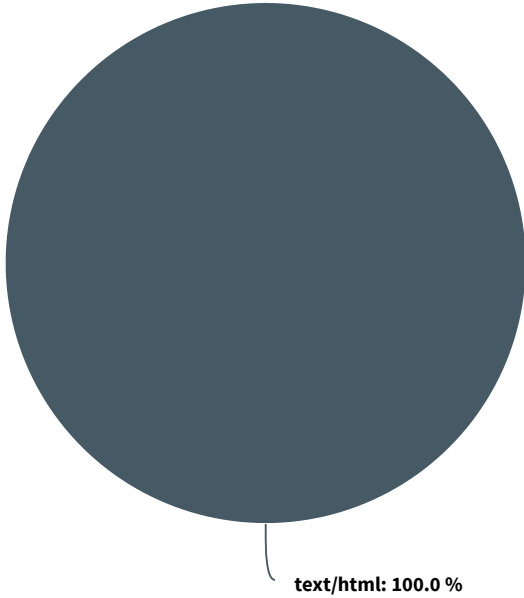
3.1. Response time and percentiles



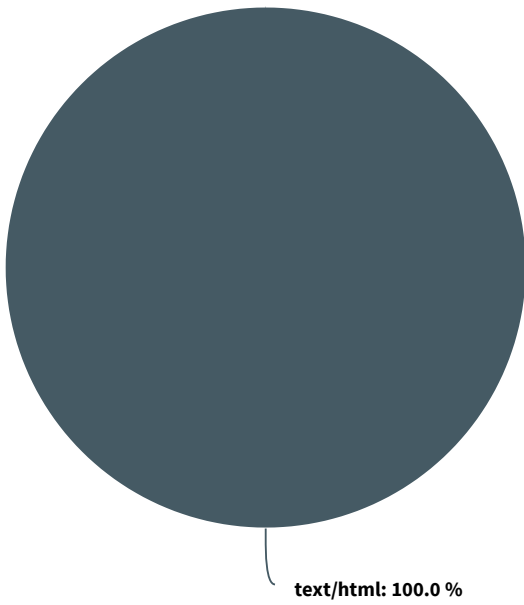


3.2. Throughput

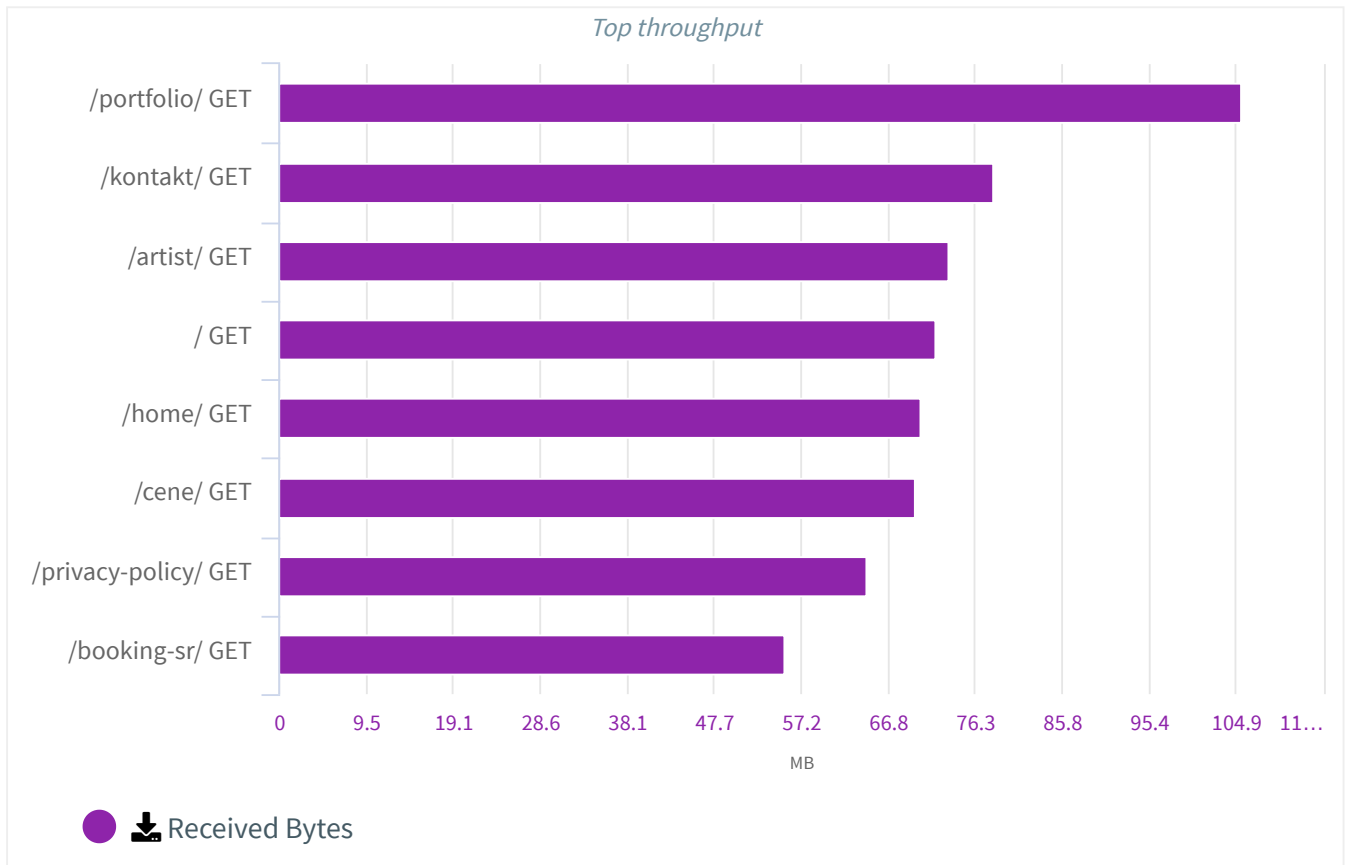
Media types throughput



Media types count

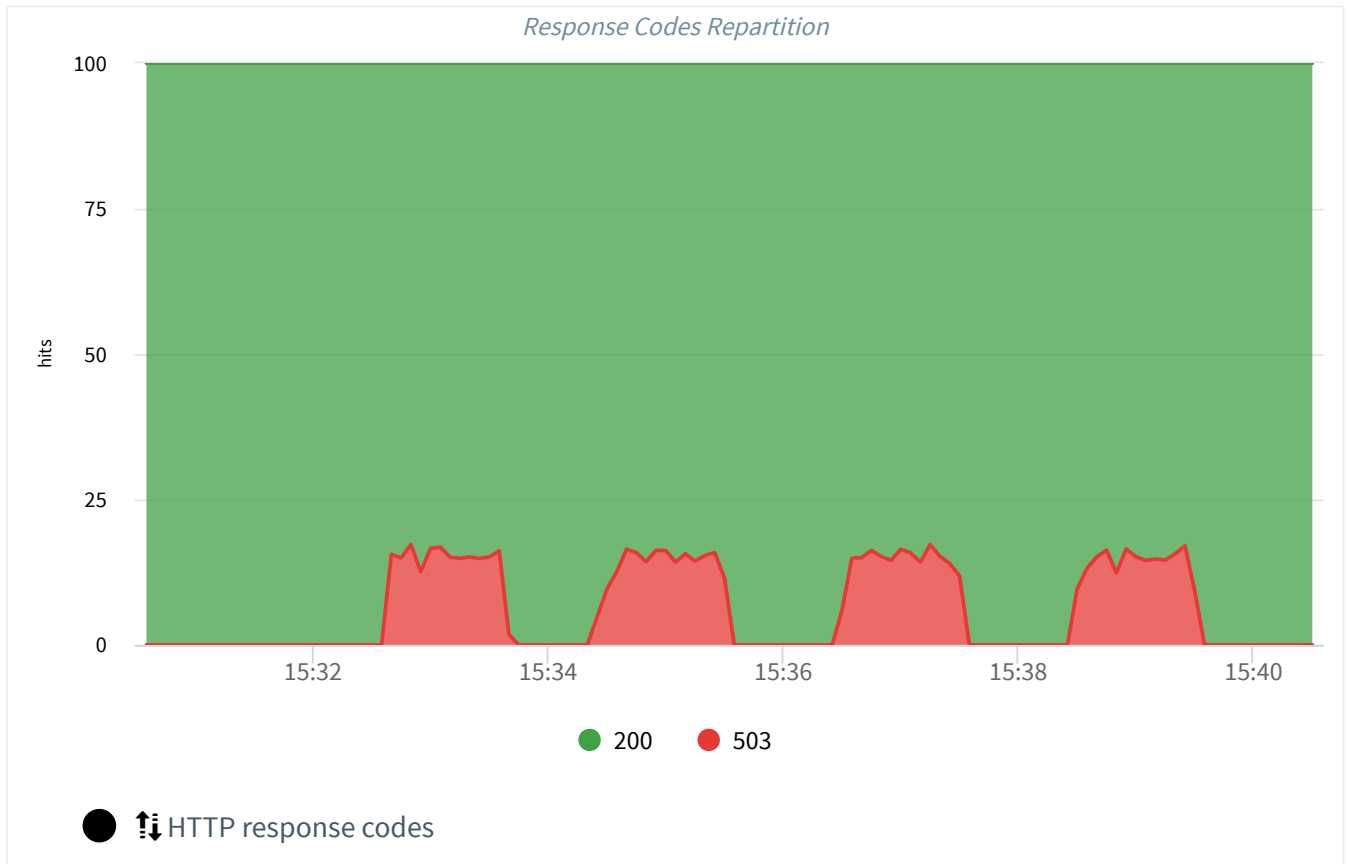


- 📄 Media types throughput
- 📄 Media types count

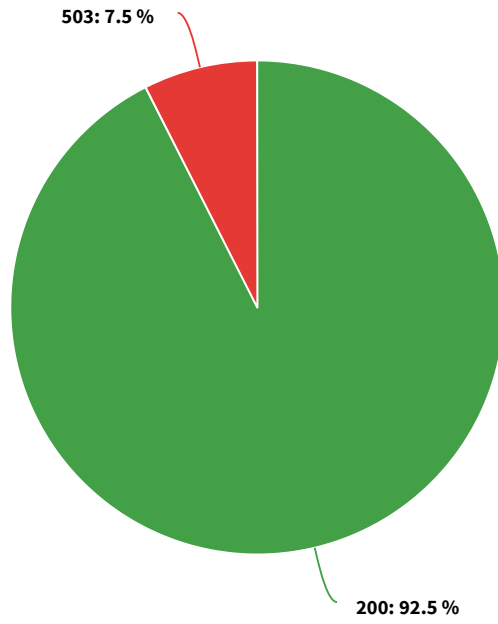


4. Response Codes Repartition





HTTP Response Code repartition.



HTTP response codes



● HTTP response codes

<i>Errors</i>		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2019-11-14, 15:32:41	 /booking-en/	HTTP Status code: 503 Service Unavailable
2019-11-14, 15:32:41	 /booking-sr/	HTTP Status code: 503 Service Unavailable
2019-11-14, 15:32:41	 /booking-sr/	HTTP Status code: 503 Service Unavailable
2019-11-14, 15:32:42	 /booking-en/	HTTP Status code: 503 Service Unavailable

Total Items: 4

Appendix

Glossary

- **Active users/User Load:** Number of active users as defined in the load test scenario.
- **APDEX (Application Performance Index):** It is a standard method for reporting performance of applications. Based on 2 thresholds, a value between 0 and 1 is computed where 0 stands for 0 users satisfied, and 1 for all users satisfied.
- **Assertions:** Count of assertions in error, failed, or successful. Assertions in error or failed lets you know that your servers did not answer as you expected.
- **Connect Time:** Time between the request and the server connection. This represents the time it took to establish the connection, including SSL handshake.
- **Containers:** Logical action which lets you group a set of requests. Usually containers correspond to a screen or web page for a better readability of the results.
- **Errors:** Count or rate of errors that occurred. Errors may happen if your virtual user is not properly designed. Otherwise, errors may be the sign that your servers are overloaded.
- **Hits:** Count or rate of hits (requests) that occurred. Hits indicate the level of load simulated to the server during the test. They should be inversely proportional to the response time.
- **HTTP Response code:** Code sent by the server indicating the status of the response to an http request. As a general rule, codes such as 1XX, 2XX and 3XX indicate a success whereas codes starting with 4XX or 5XX indicate a failure.
- **Latency:** Time between the request and the first response byte. This measures the latency from just before sending the request to just after the first response has been received. This includes all the processing to assemble the request as well as the first part of the response.
- **Percentile:** A percentile (or a centile) is a measure used in statistics indicating the value below which a given percentage of observations in a group of observations fall.
- **Response time:** Time between the request and the end of the response. Also called server response time because it does not includes the client rendering time. The response time includes both the latency and the connect time.
- **Standard deviation:** Simply the square root of the variance. It's easier to compare to other metric types using a common unit.
- **Throughput:** Bit rate in Bytes per second. Amount of data exchanged between the simulated clients and the servers.
- **Variance:** The variance quantifies the dispersion of the metric. A variance close to 0 indicates that the metric values tend to be very close to the mean, while a high variance indicates that the values are spread out over a wider range. Its unit is the square of the metric unit.