

My Company

ivetamkp-test-scenario

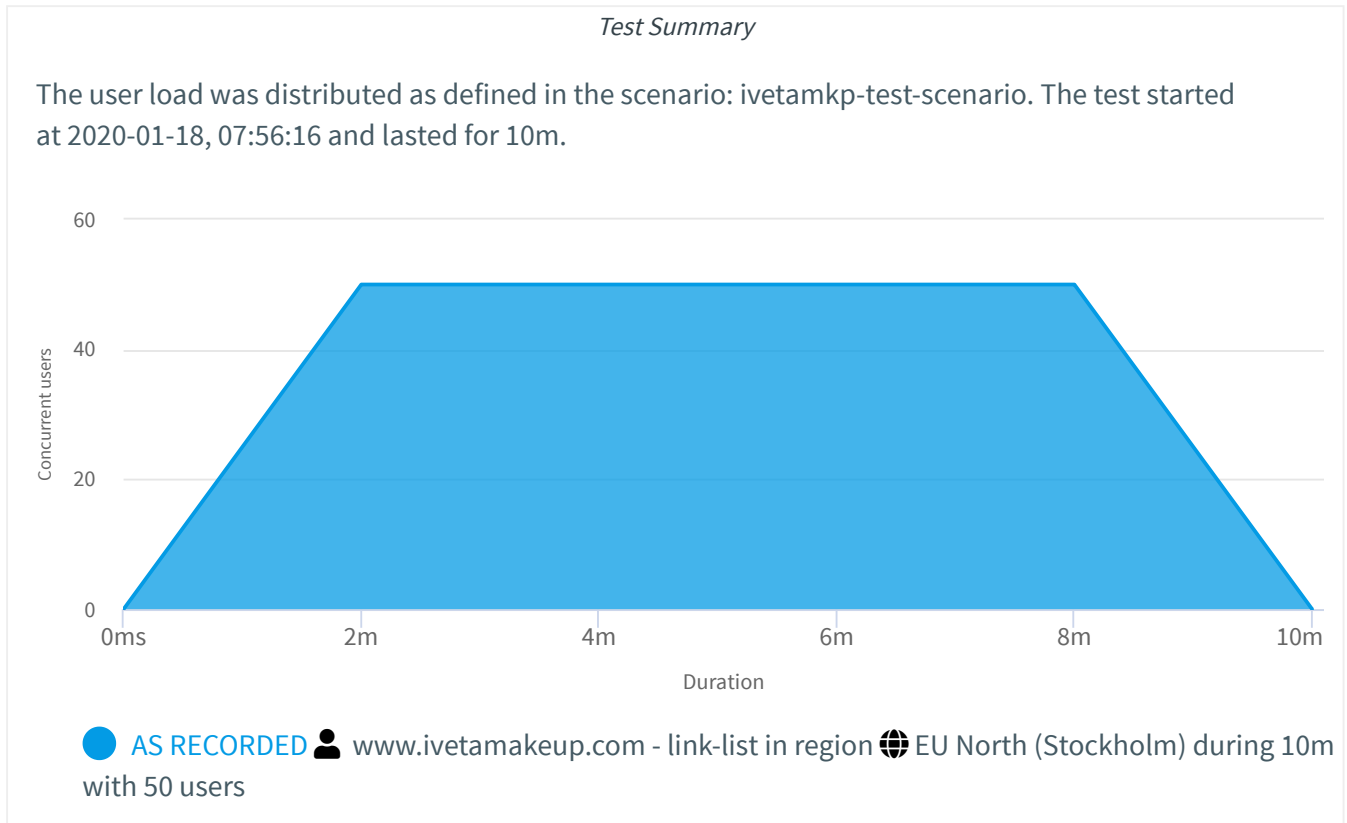
2020-01-18, 07:55:51

Result: ivetamkp-test-scenario - 50 VUs - 2020-01-18 06:55 UTC







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1. Test Summary

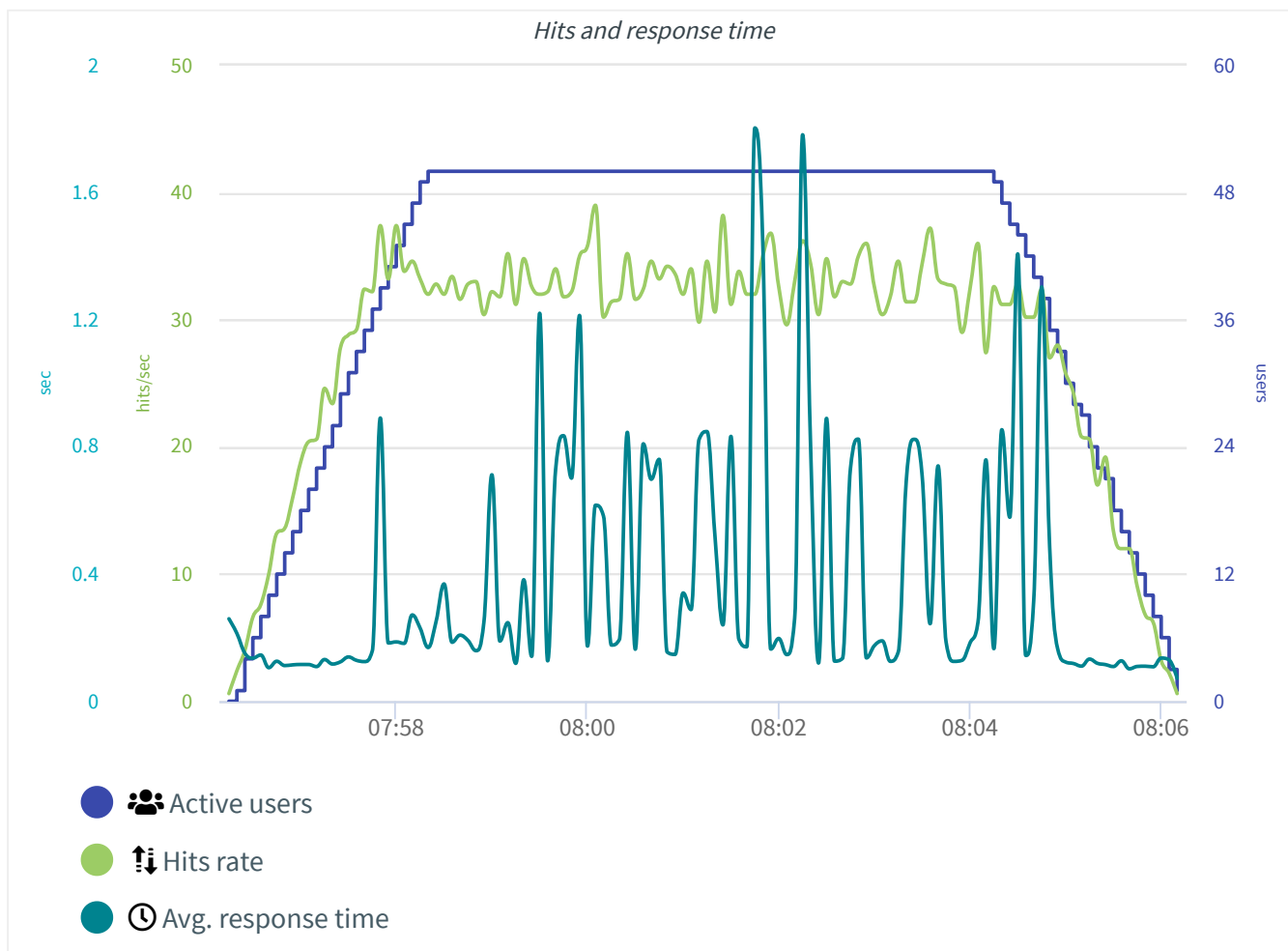


Statistics summary

	Hits count 16765 hits
	Errors count 51 errors
	% Errors 0.3 %
	Avg. response time 0.38 sec
	Latency standard deviation 1.542 sec
	Received Bytes rate 1.3 MB/sec

2. Results Summary

2.1. Hit rate and response time under load



2.2. Request details

<i>Results tree</i>				
Action	Avg. response time (sec)	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
AS RECORDED - w...				
/	0.109	0.118	1318	0
/artist/	0.067	0.08	1311	0
/portfolio/	0.138	0.147	1306	0
/cene/	0.065	0.073	1301	0
/booking-sr/	2.214	8.189	1297	1.46
/kontakt/	0.102	0.114	1290	1.4
/contact/	0.129	0.141	1287	0
/home/	0.072	0.084	1284	0
/privacy-policy/	0.1	0.113	1278	0
/about/	0.073	0.084	1277	0
/portfolio-en/	0.129	0.142	1274	0
/prices/	0.071	0.083	1272	0
/booking-en/	1.683	7.397	1270	1.1

Total Items: 14

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

Action	Results			
	Avg. response time (sec) ▼	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
/booking-sr/	2.214	8.189	1297	1.46
/booking-en/	1.683	7.397	1270	1.1
/portfolio/	0.138	0.147	1306	0
/portfolio-en/	0.129	0.142	1274	0
/contact/	0.129	0.141	1287	0
/	0.109	0.118	1318	0
/kontakt/	0.102	0.114	1290	1.4
/privacy-policy/	0.1	0.113	1278	0
/about/	0.073	0.084	1277	0
/home/	0.072	0.084	1284	0
/prices/	0.071	0.083	1272	0
/artist/	0.067	0.08	1311	0
/cene/	0.065	0.073	1301	0

Total Items: 13

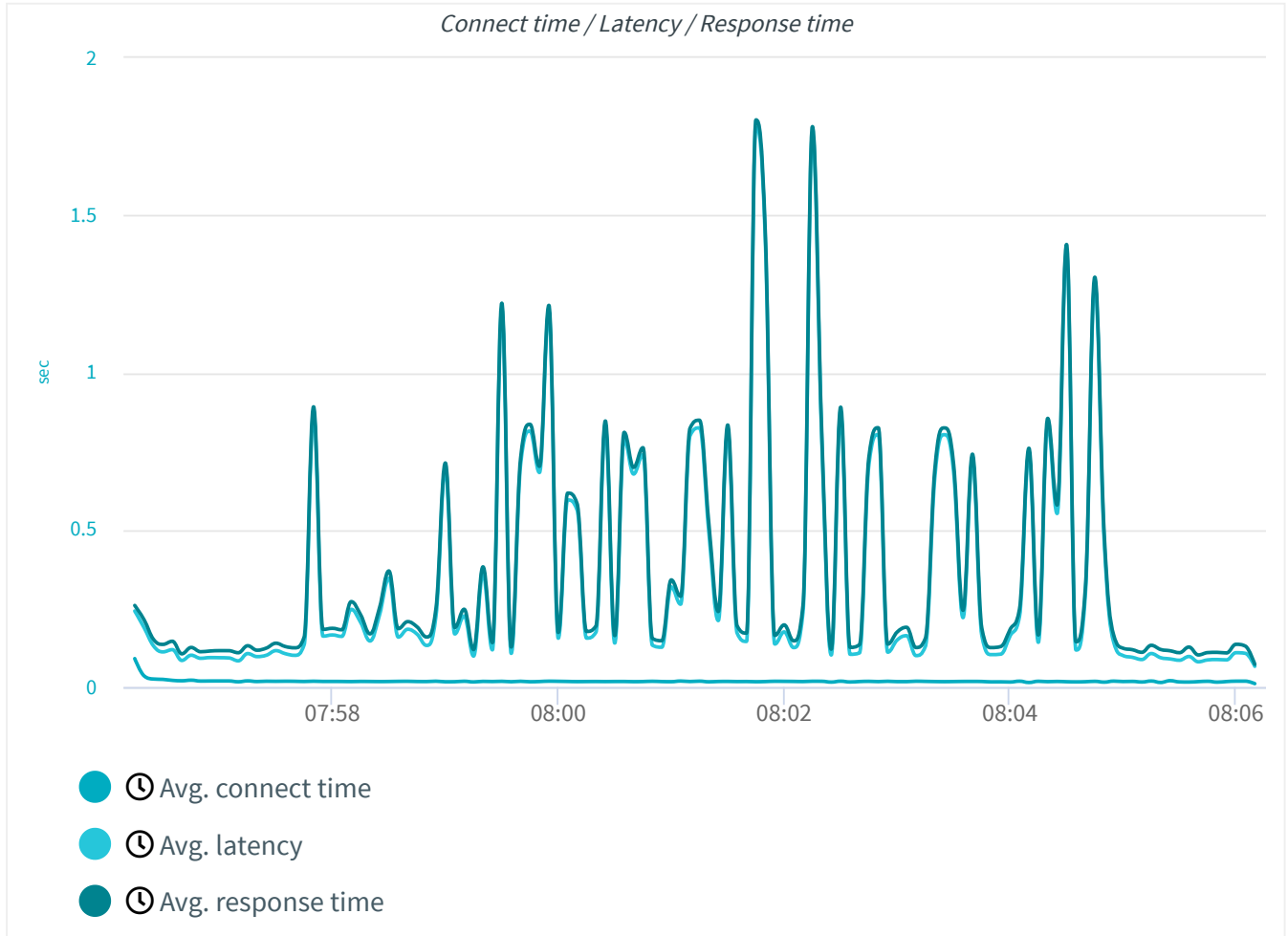
- ⌚ Avg. response time
- ⌚ Response time percentile 90
- 📉 Hits count
- %% Errors

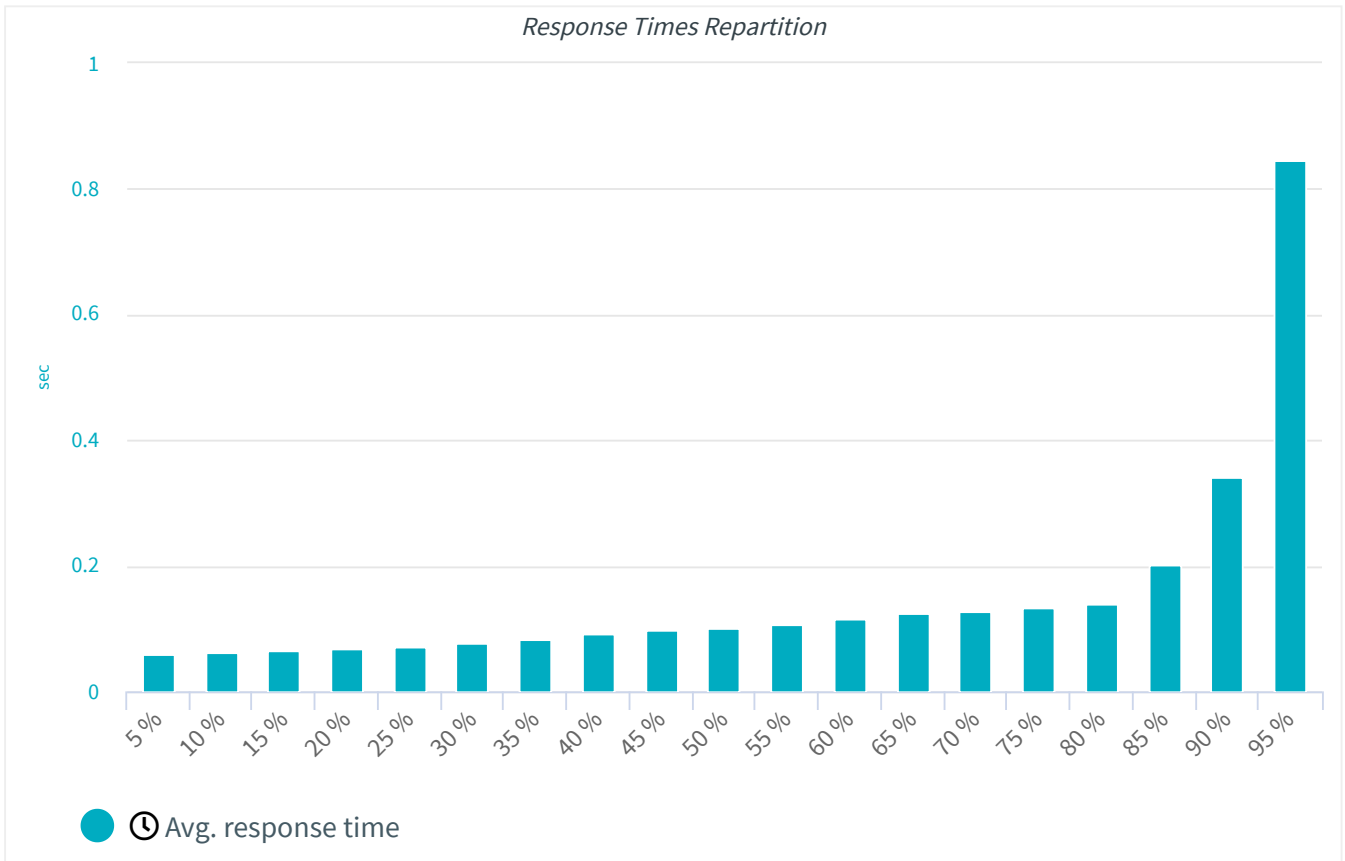
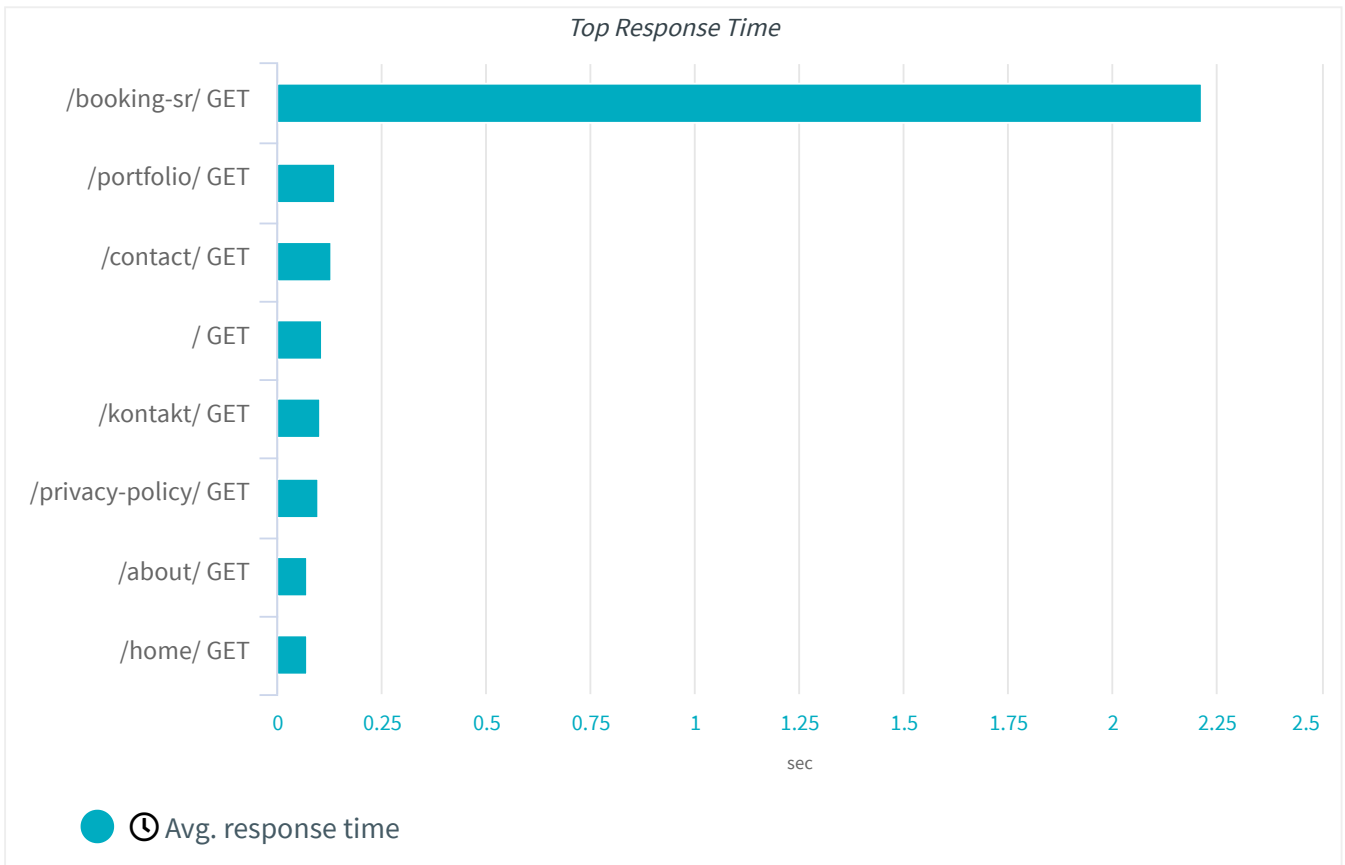
Threshold alarms

 No threshold alarms.

3. Result breakdown

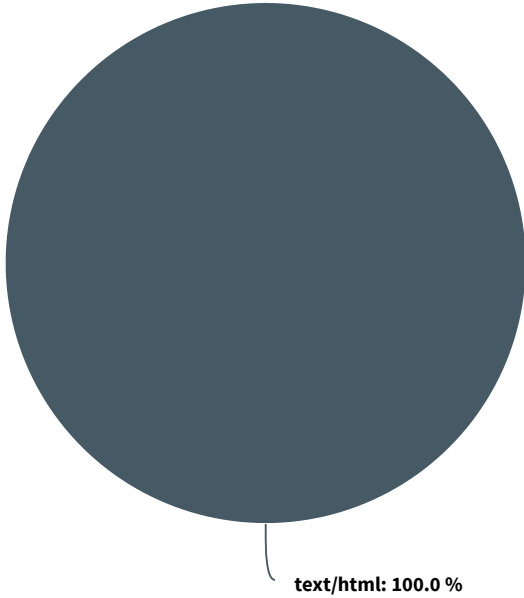
3.1. Response time and percentiles



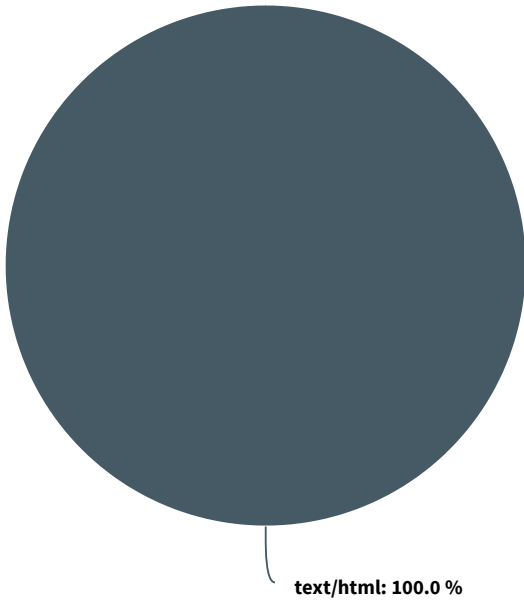


3.2. Throughput

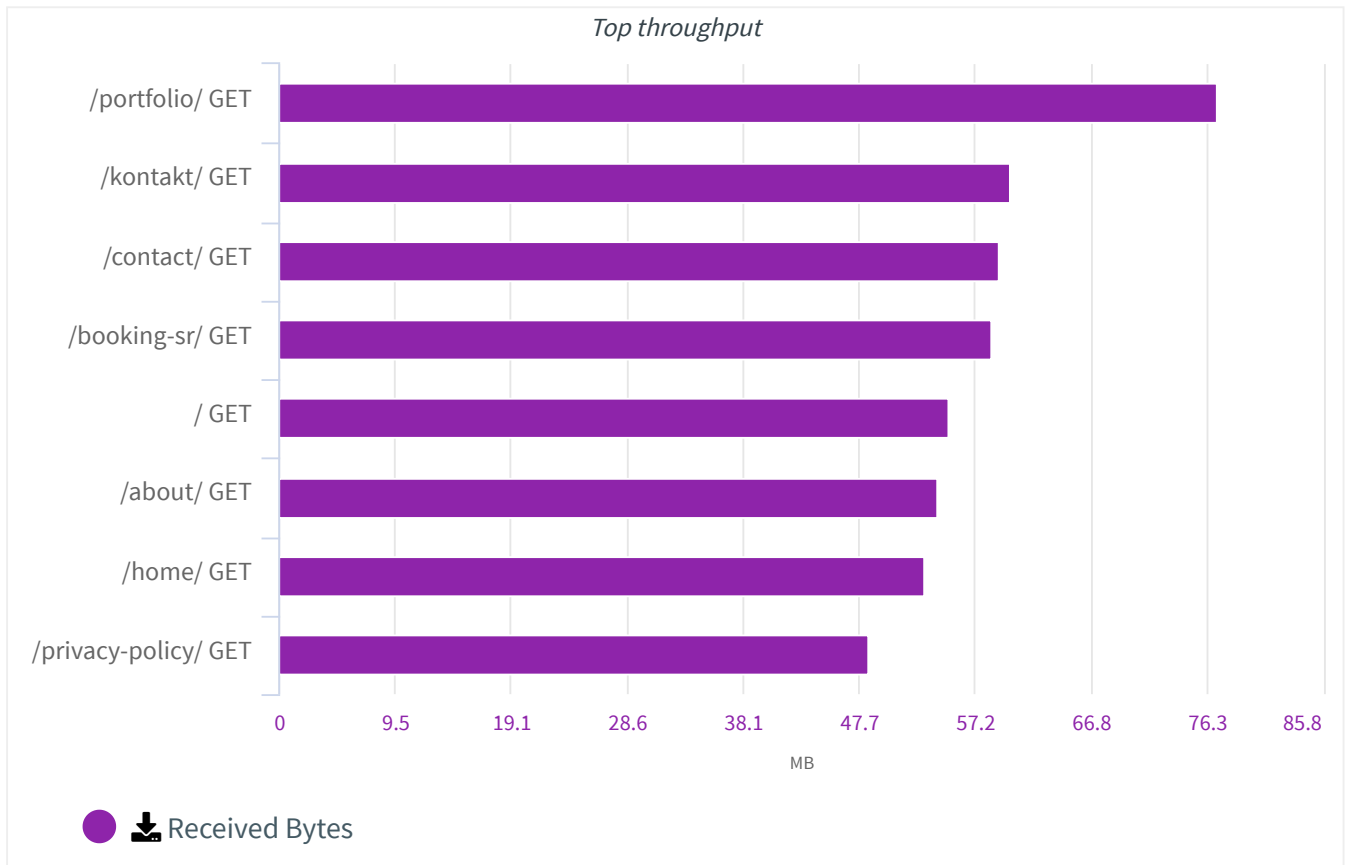
Media types throughput



Media types count

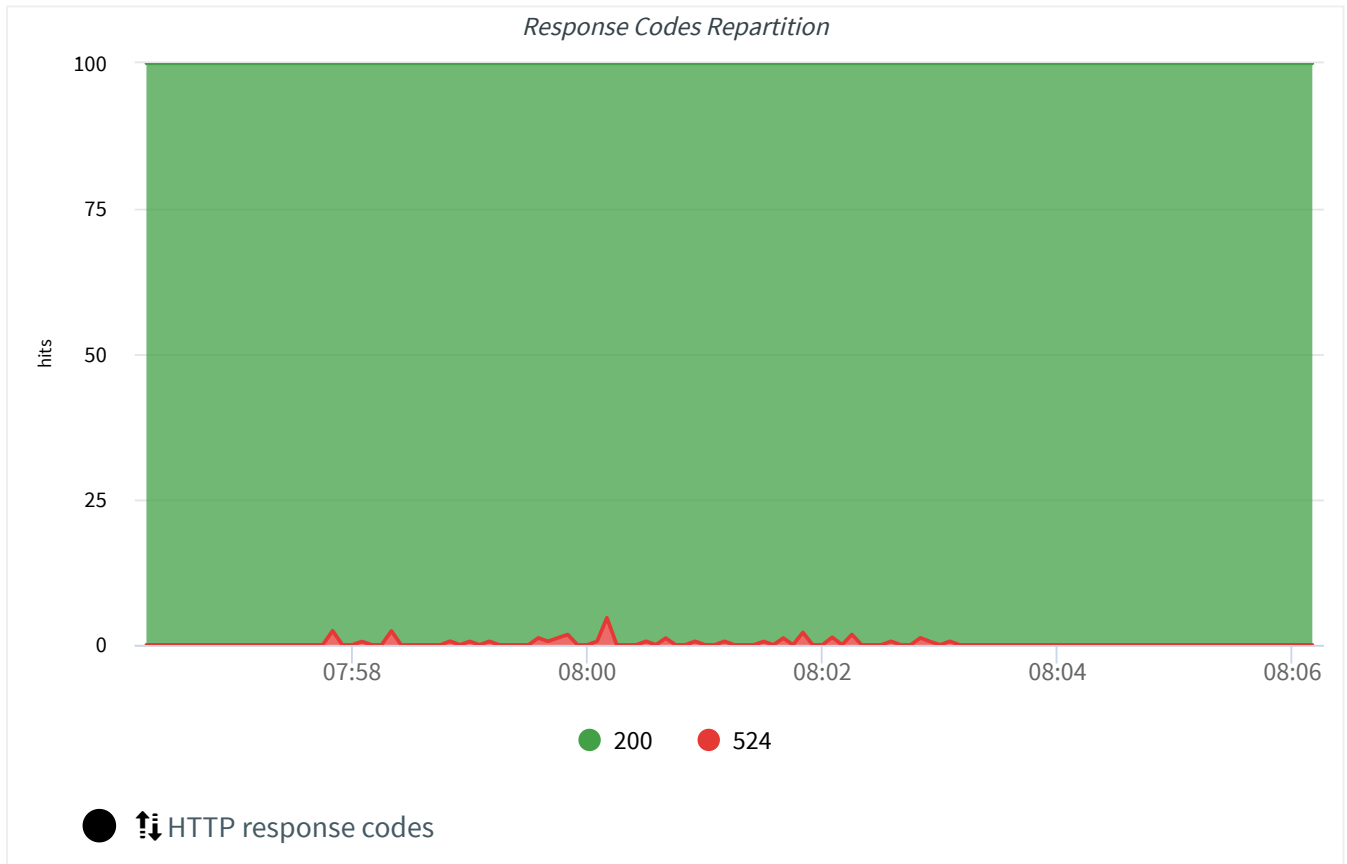


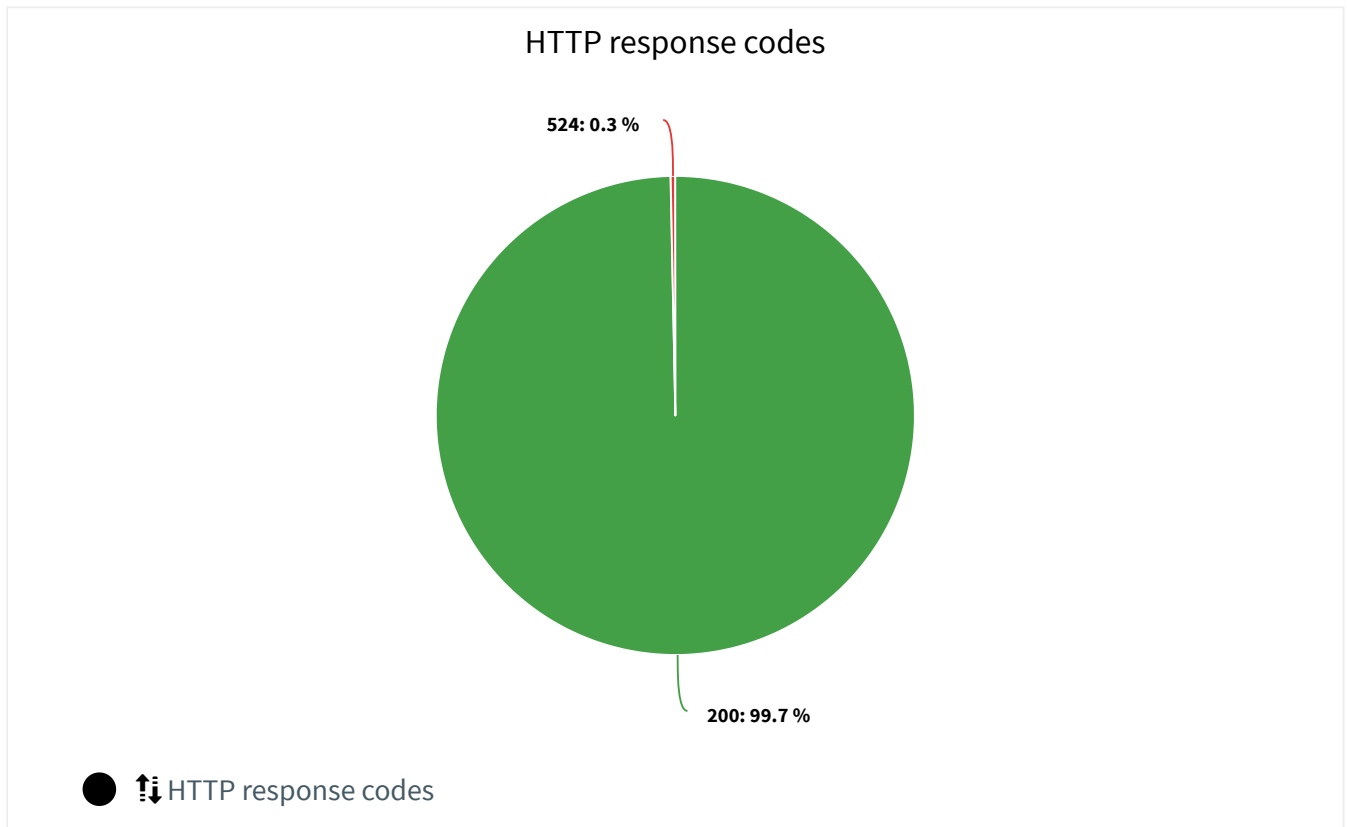
- 📄 Media types throughput
- 📄 Media types count









4. Response Codes Repartition

HTTP Response Code repartition.





<i>Errors</i>		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-01-18, 07:57:54	 /booking-sr/	HTTP Status code: 524 Origin Time-out
2020-01-18, 07:57:56	 /booking-sr/	HTTP Status code: 524 Origin Time-out
2020-01-18, 07:59:05	 /booking-en/	HTTP Status code: 524 Origin Time-out
2020-01-18, 07:59:12	 /booking-en/	HTTP Status code: 524 Origin Time-out
2020-01-18, 07:59:35	 /kontakt/	HTTP Status code: 524 Origin Time-out
2020-01-18, 07:59:37	 /kontakt/	HTTP Status code: 524 Origin Time-out
Total Items: 6		

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.