

My Company

Test 1 runtime

2020-02-29, 19:01:51

Result: Test 1 runtime - 50 VUs - 2020-02-29 18:01 UTC

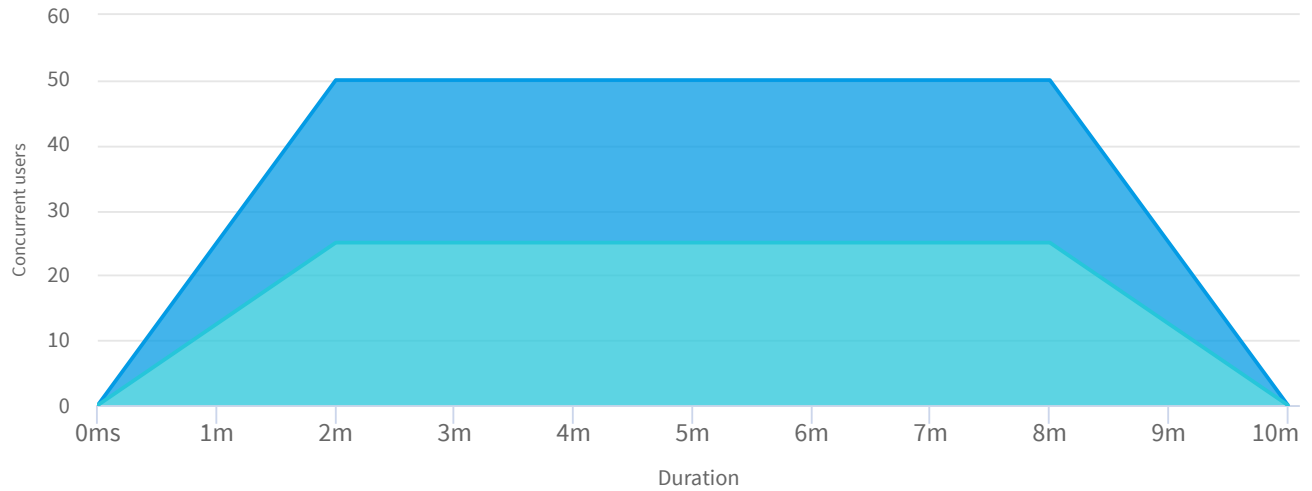
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1. Test Summary

Test Summary

The user load was distributed as defined in the scenario: Test 1 runtime - 25 users with Win 10 and Chrome 25 users with Safari on iphone 10. The test started at 2020-02-29, 19:02:40 and lasted for 10m.



- WINDOWS 10 🌐 test1.bikegremlin.com - scenario in region 🌐 EU West (London) during 10m with 25 users
- IPHONE 10 🍏 test1.bikegremlin.com - scenario in region 🌐 EU West (London) during 10m with 25 users

Statistics summary



Hits count

13444 hits



Errors count

255 errors



% Errors

1.9 %



Avg. response time

0.714 sec



Latency standard deviation

2.584 sec



Received Bytes rate

2.3 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 (%)	
	<input type="text"/>					
	🔍 WINDOWS 10 - te...					
	📄 /	0.808	0.845	357	2.24	
	📄 /9625/drzanje...	0.678	0.862	355	2.25	
	📄 /9412/rutiranj...	0.747	1.011	354	1.98	
	📄 /913/celave-g...	0.547	0.644	353	1.7	
	📄 /category/teh...	0.332	0.444	351	0.57	
	📄 /2233/masti-z...	0.772	0.65	350	0.86	
	📄 /category/koc...	1.115	0.995	348	2.3	
	📄 /1839/standar...	1.228	1.893	347	2.02	
	📄 /1893/kompat...	1.63	6.437	344	3.49	
	📄 /category/ram...	0.89	1.01	344	2.03	
	📄 /3293/materij...	0.898	0.987	343	3.5	
	📄 /korisni-linkovi/	0.87	0.508	343	2.33	
	📄 /o-autoru/	0.701	1.31	342	2.63	
	📄 /ocene/bicikli/	0.867	0.842	342	2.34	
	📄 /ocene/bicikli/...	0.803	0.991	339	2.65	
	📄 /2679/capriol...	0.759	0.508	337	1.78	
	📄 /200/bicikl-kol...	0.539	0.51	336	1.19	
	📄 /2866/kontrau...	0.318	0.407	334	0.3	
	📄 /1064/hvatovi...	0.499	0.369	333	1.5	
	📄 Avg. response time 📄 IPHONE 10 F test...					

Total Items: 78 (Showing Items: 40)

- Response time percentile 90
- Hits count
- % Errors

Action	Results			
	Avg. response time (sec) ▼	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
/1893/kompatibilno...	1.08	1.006	708	2.4
/3293/materijali-od...	1.001	0.791	704	2.98
/category/kocnice-le...	0.922	0.722	716	1.96
/1839/standardi-pat...	0.868	1.006	713	1.54
/	0.8	1.349	733	2.32
/category/ram/sedla...	0.785	0.99	706	2.12
/9412/rutiranje-buzir...	0.779	1.011	723	2.21
/2233/masti-za-lezaj...	0.718	0.525	718	1.25
/9625/drzanje-bicikl...	0.686	0.7	728	2.2
/o-atoru/	0.681	1.489	701	2.14
/korisni-linkovi/	0.664	0.516	703	1.99
/2679/capriolo-sunri...	0.628	0.517	693	1.73
/ocene/bicikli/	0.627	0.518	699	1.86
/913/celave-gume/c...	0.626	0.531	722	1.94
/1064/hvatovi-drum...	0.624	0.536	685	1.61
/ocene/bicikli/treking/	0.597	0.52	696	1.72
/200/bicikl-koliko-br...	0.548	0.514	691	1.3
/2866/kontraupravlj...	0.518	0.516	686	1.6
/category/tehnicki-d...	0.405	0.501	719	1.11

Total Items: 19

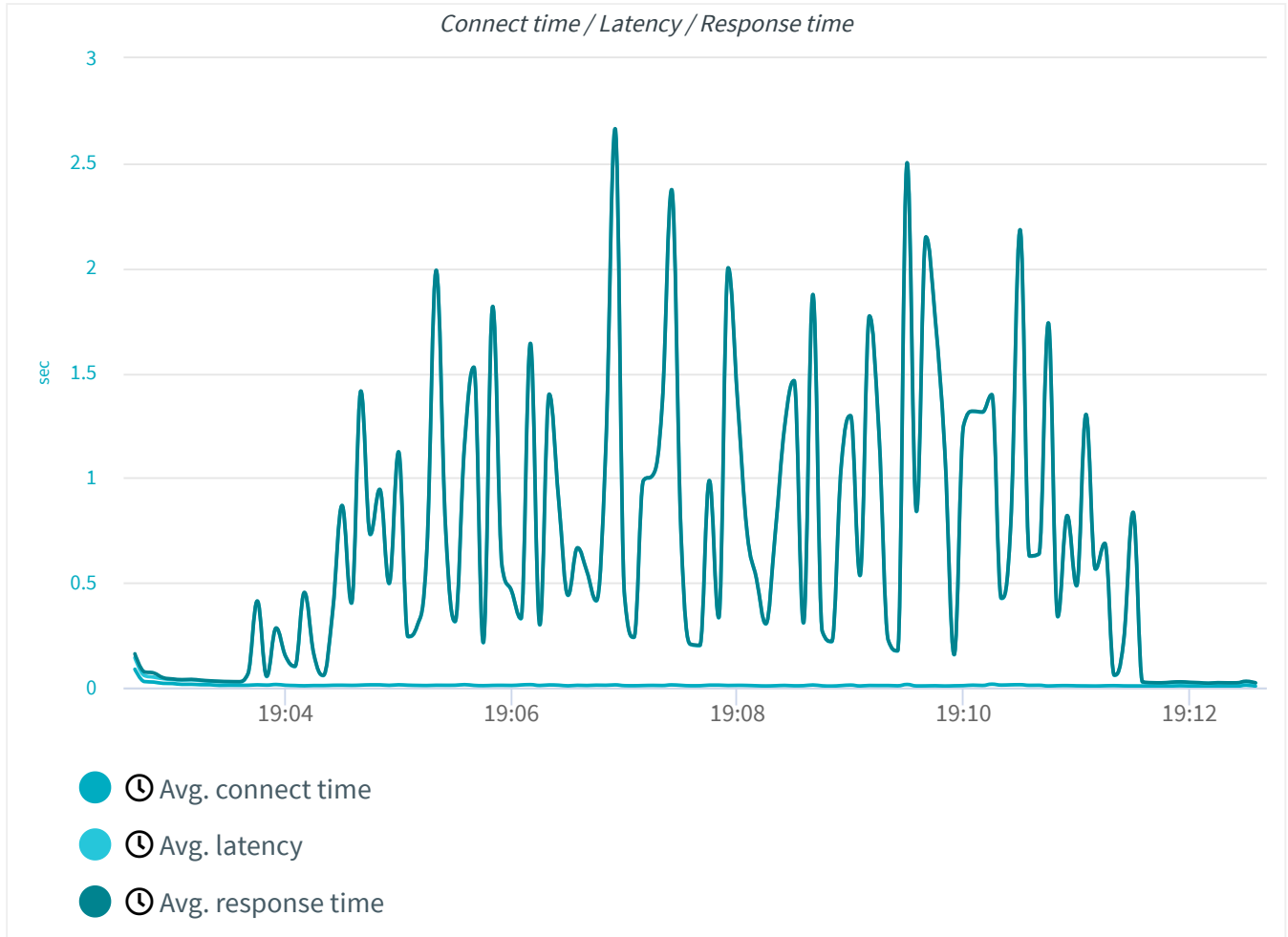
- ⌚ Avg. response time
- ⌚ Response time percentile 90
- 📉 Hits count
- % % Errors

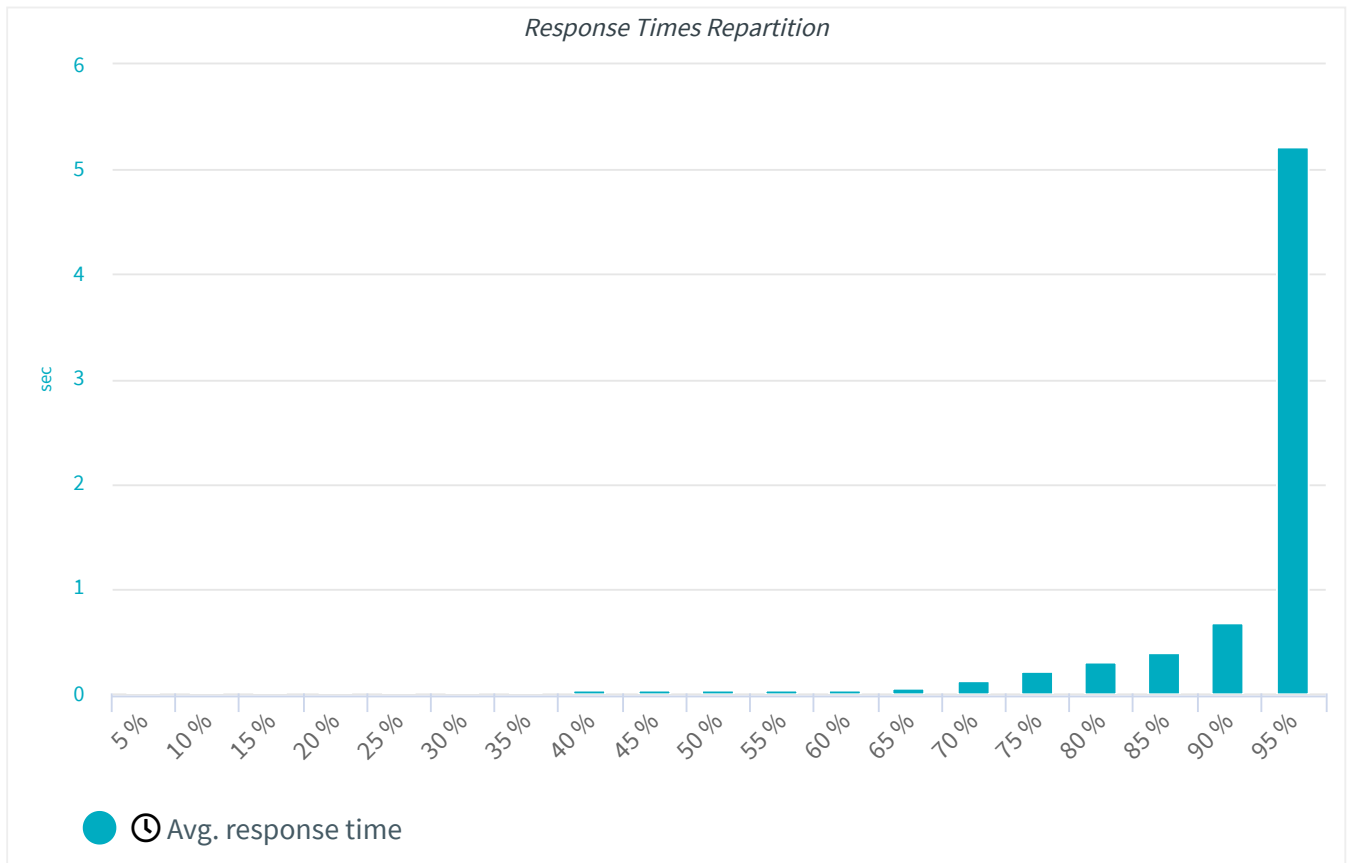
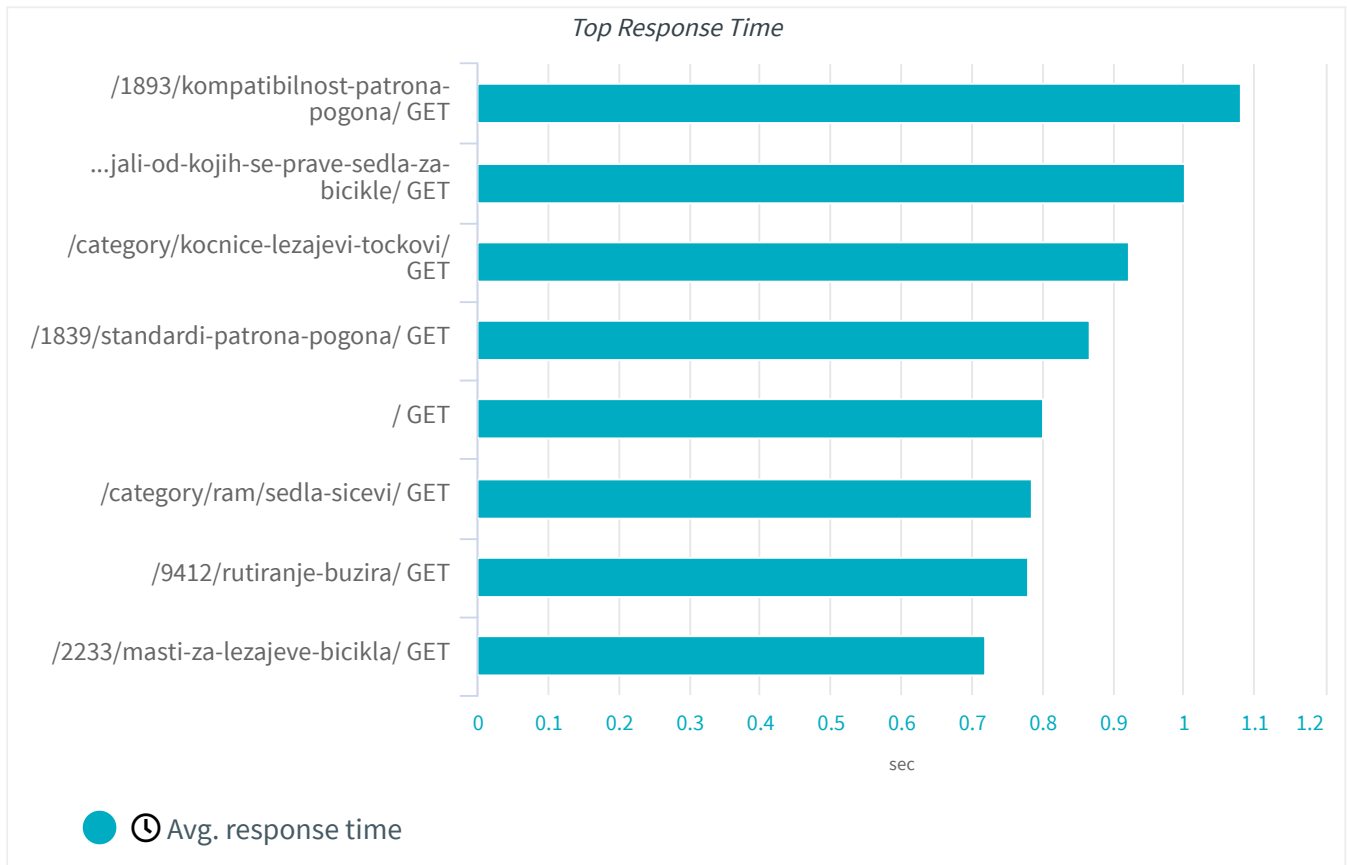
Threshold alarms

 No threshold alarms.

3. Result breakdown

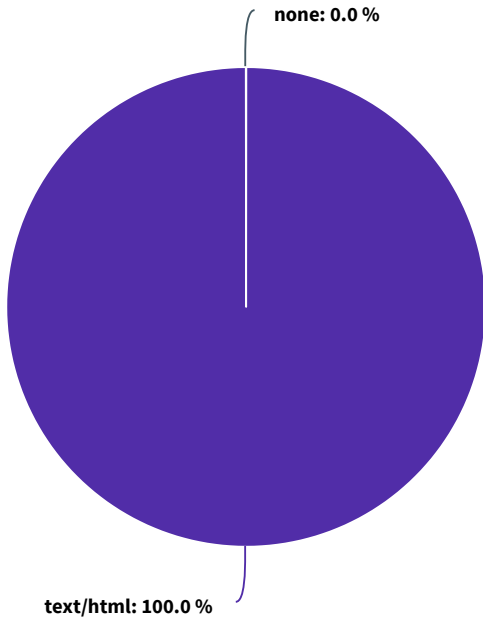
3.1. Response time and percentiles



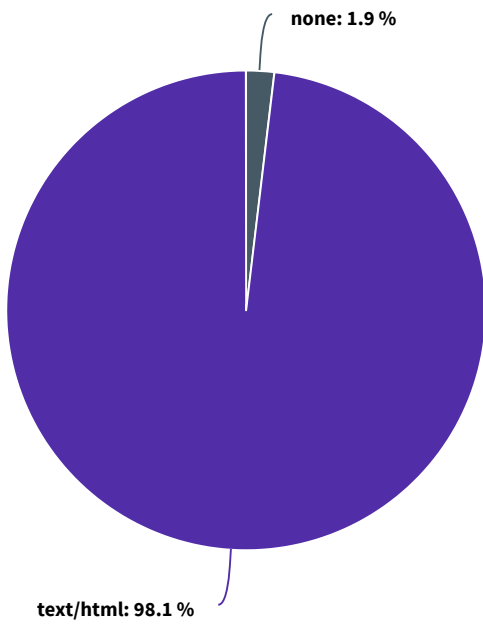


3.2. Throughput

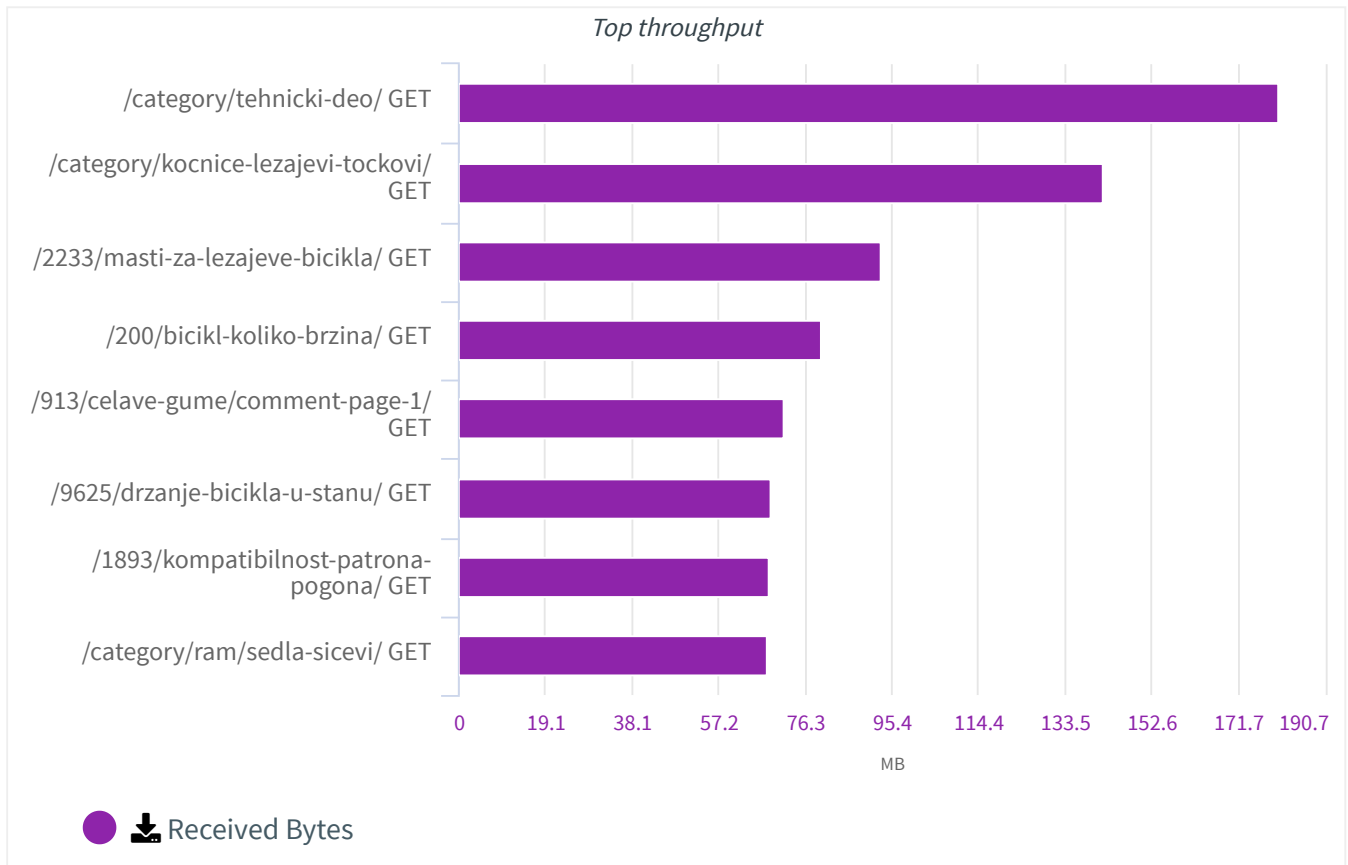
Media types throughput



Media types count

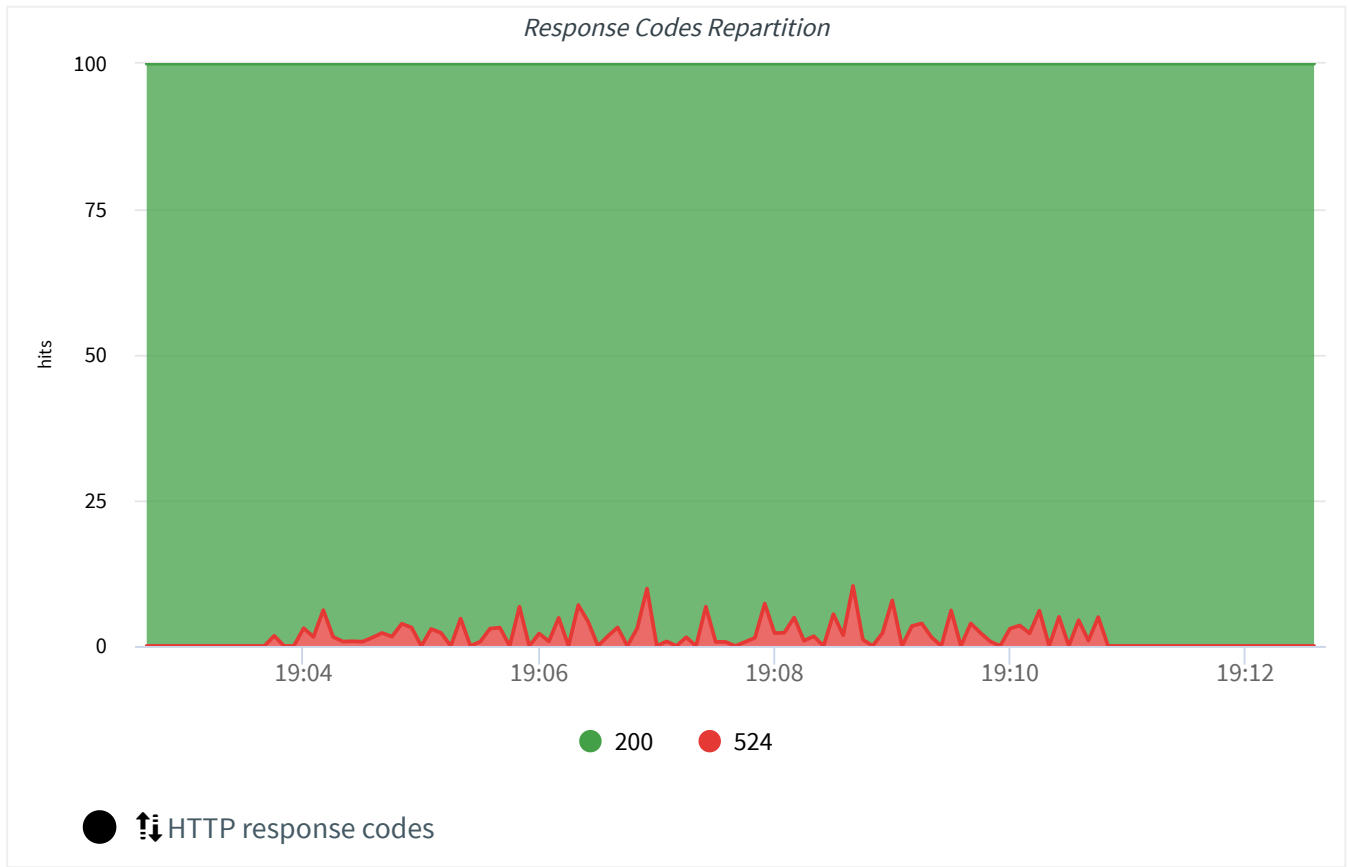


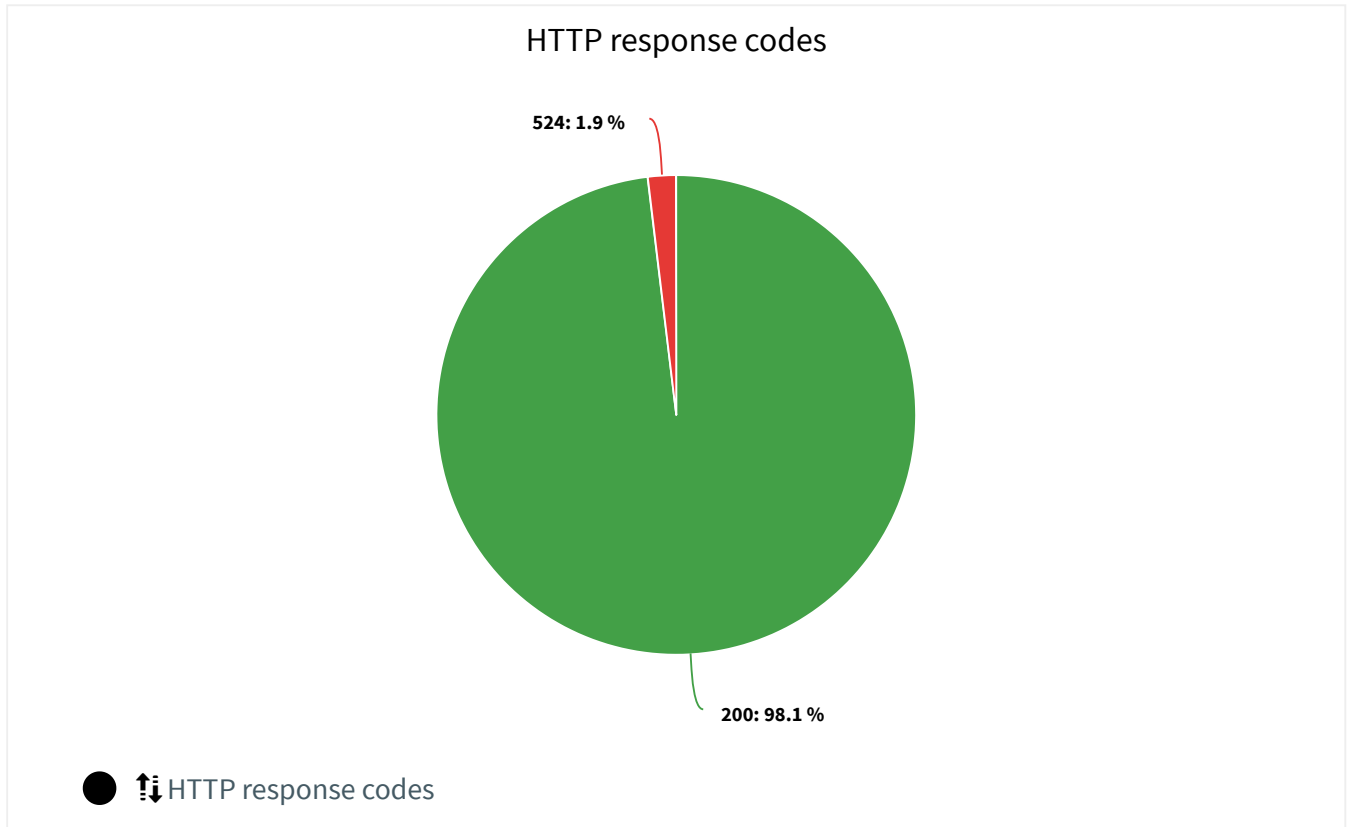
- 📄 Media types throughput
- 📄 Media types count























4. Response Codes Repartition

HTTP Response Code repartition.





Errors		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-02-29, 19:03:47	 /200/bicikl-koliko-brzina/	HTTP Status code: 524 Timeout
2020-02-29, 19:03:47	 /3293/materijali-od-kojih-se-prave-sedla-za-bicikle/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:01	 /3293/materijali-od-kojih-se-prave-sedla-za-bicikle/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:01	 /200/bicikl-koliko-brzina/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:04	 /o-autoru/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:04	 /	HTTP Status code: 524 Timeout
2020-02-29, 19:04:06	 /9412/rutiranje-buzira/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:09	 /1893/kompatibilnost-patrona-pogona/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:11	 /2679/capriolo-sunrise-dugorocni-test-02/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:12	 /9625/drzanje-bicikla-u-stanu/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:14	 /o-autoru/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:14	 /200/bicikl-koliko-brzina/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:14	 /category/ram/sedla-sicevi/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:19	 /1893/kompatibilnost-patrona-pogona/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:20	 /	HTTP Status code: 524 Timeout
2020-02-29, 19:04:21	 /1893/kompatibilnost-patrona-pogona/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:25	 /	HTTP Status code: 524 Timeout
2020-02-29, 19:04:30	 /	HTTP Status code: 524 Timeout
2020-02-29, 19:04:35	 /ocene/bicikli/	HTTP Status code: 524 Timeout
2020-02-29, 19:04:37	 /913/celave-gume/comment-page-1/	HTTP Status code: 524 Timeout
Total Items: 75		

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.