

My Company

Test 1 runtime

2020-03-01, 12:14:57

Result: Test 1 runtime - 50 VUs - 2020-03-01 11:14 UTC

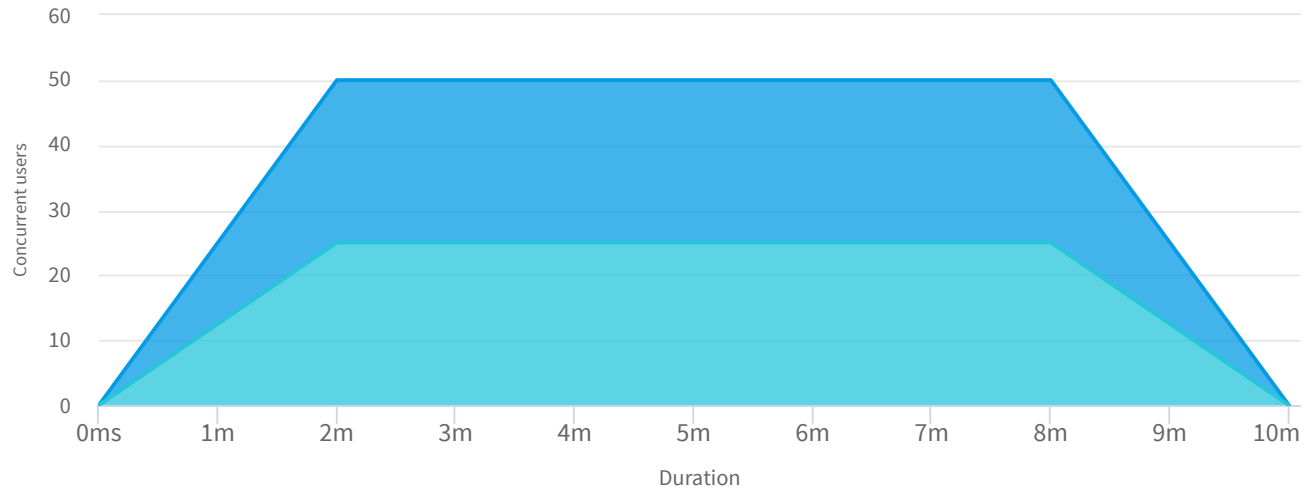
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1. Test Summary

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 2020-03-01, 12:15:36 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

13744 hits



Errors count

233 errors



% Errors

■ 1.7 %



Avg. response time

■ 0.726 sec



Latency standard deviation

2.801 sec

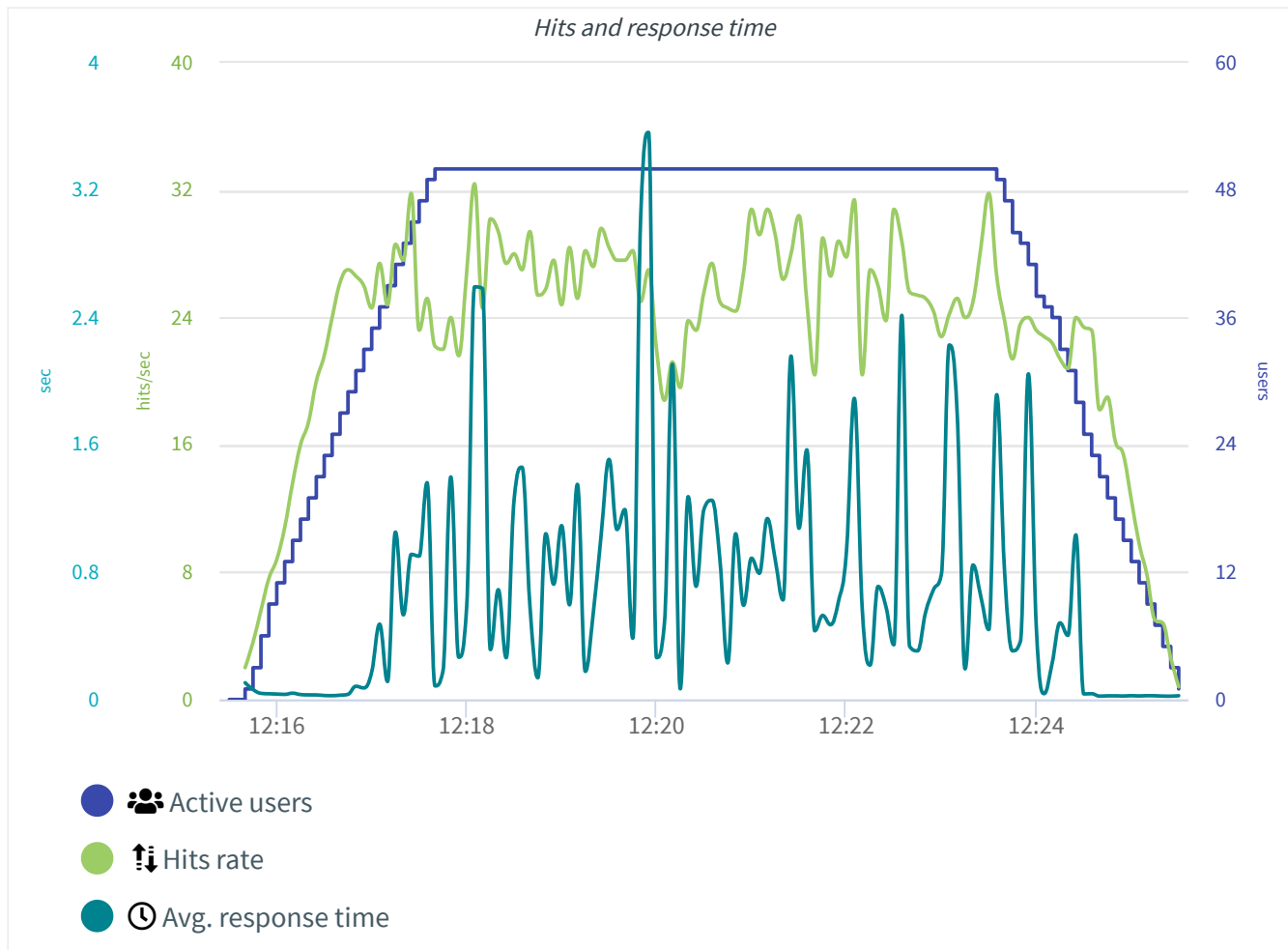


Received Bytes rate

2.3 MB/sec

2. Results Summary

2.1. Hit rate and response time under load



2.2. Request details

Results tree

+	Action
+	
+	⌘ ...
	... W

 ⌚ Avg. response time

Total Items: 78 (Showing Items: 2)

 ⌚ Response time percentile 90

 ⬆️⬆️ Hits count

 % Errors

Action	Results			
	Avg. response time (sec) ▼	Response time percentile 90 (sec)	Hits count (hits)	% Errors (%)
/	1.116	3.921	748	2.41
/200/bicikl-koliko-br...	0.939	4.342	705	2.13
/korisni-linkovi/	0.938	0.699	716	2.23
/category/ram/sedla...	0.89	1.413	723	1.8
/1893/kompatibilno...	0.826	1.01	727	2.06
/1839/standardi-pat...	0.793	1.013	731	2.05
/1064/hvatovi-drum...	0.775	0.513	702	2.14
/category/kocnice-le...	0.769	0.538	731	1.78
/o-autoru/	0.76	0.516	714	2.38
/category/tehnicki-d...	0.758	0.536	738	1.08
/2233/masti-za-lezaj...	0.678	0.508	735	1.22
/9625/drzanje-bicikl...	0.675	0.39	743	1.62
/2679/capriolo-sunri...	0.648	0.707	707	1.98
/ocene/bicikli/treking/	0.627	0.525	709	1.41
/913/celave-gume/c...	0.568	0.346	740	0.54
/3293/materijali-od-...	0.561	0.524	718	1.53
/2866/kontraupravlj...	0.558	0.51	703	1.56
/9412/rutiranje-buzir...	0.553	0.51	742	1.08
/ocene/bicikli/	0.353	0.346	712	1.26

Total Items: 19

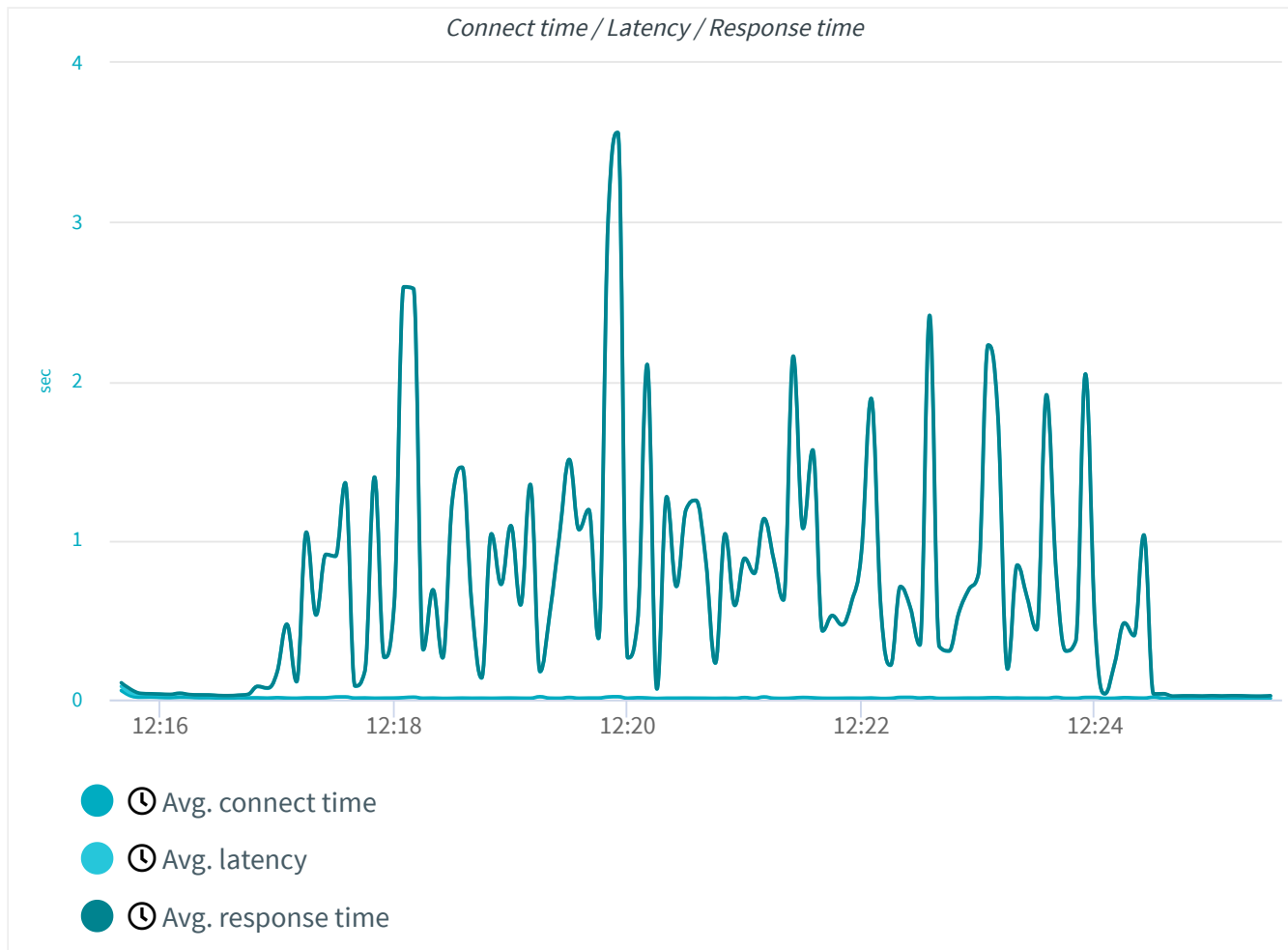
- ⌚ Avg. response time
- ⌚ Response time percentile 90
- ↕ Hits count
- % % Errors

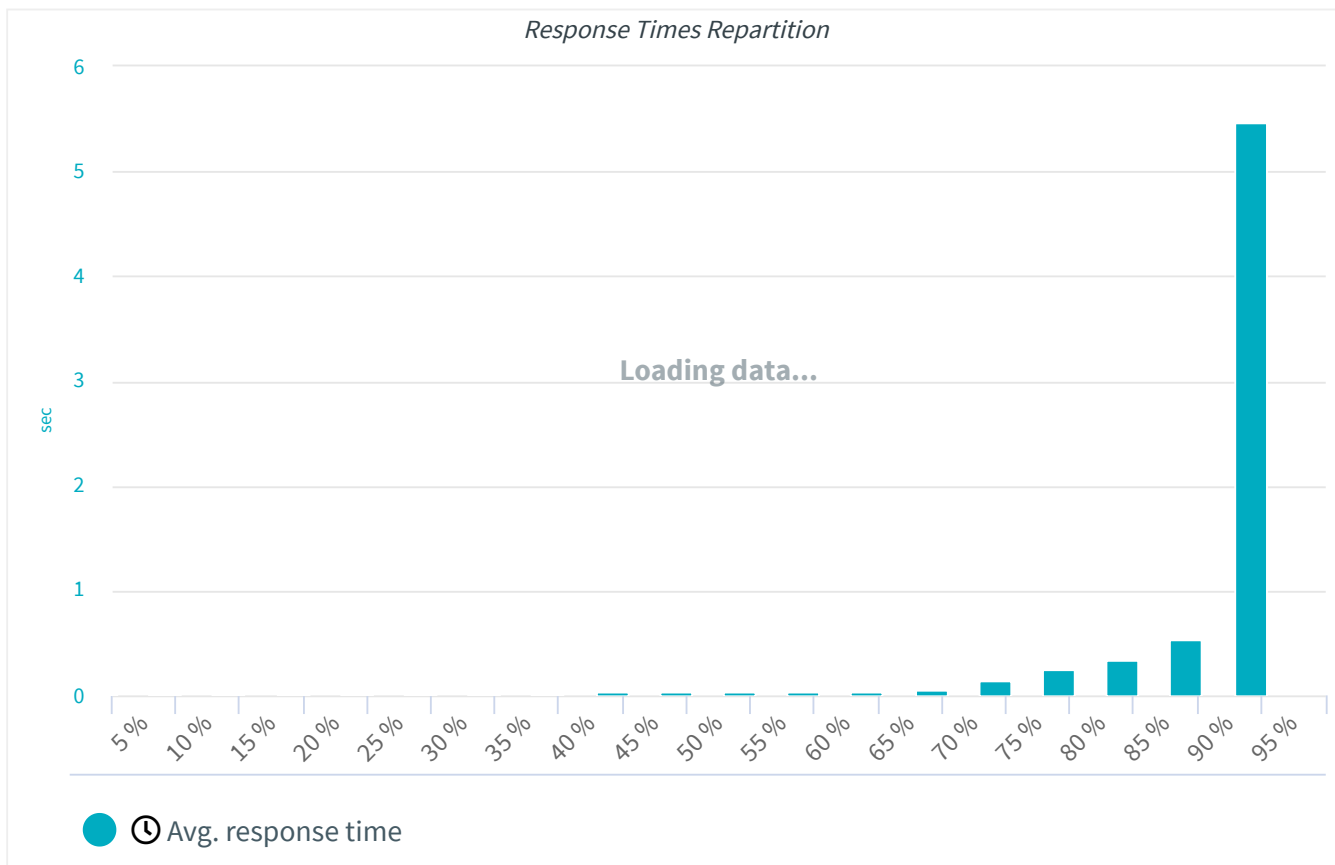
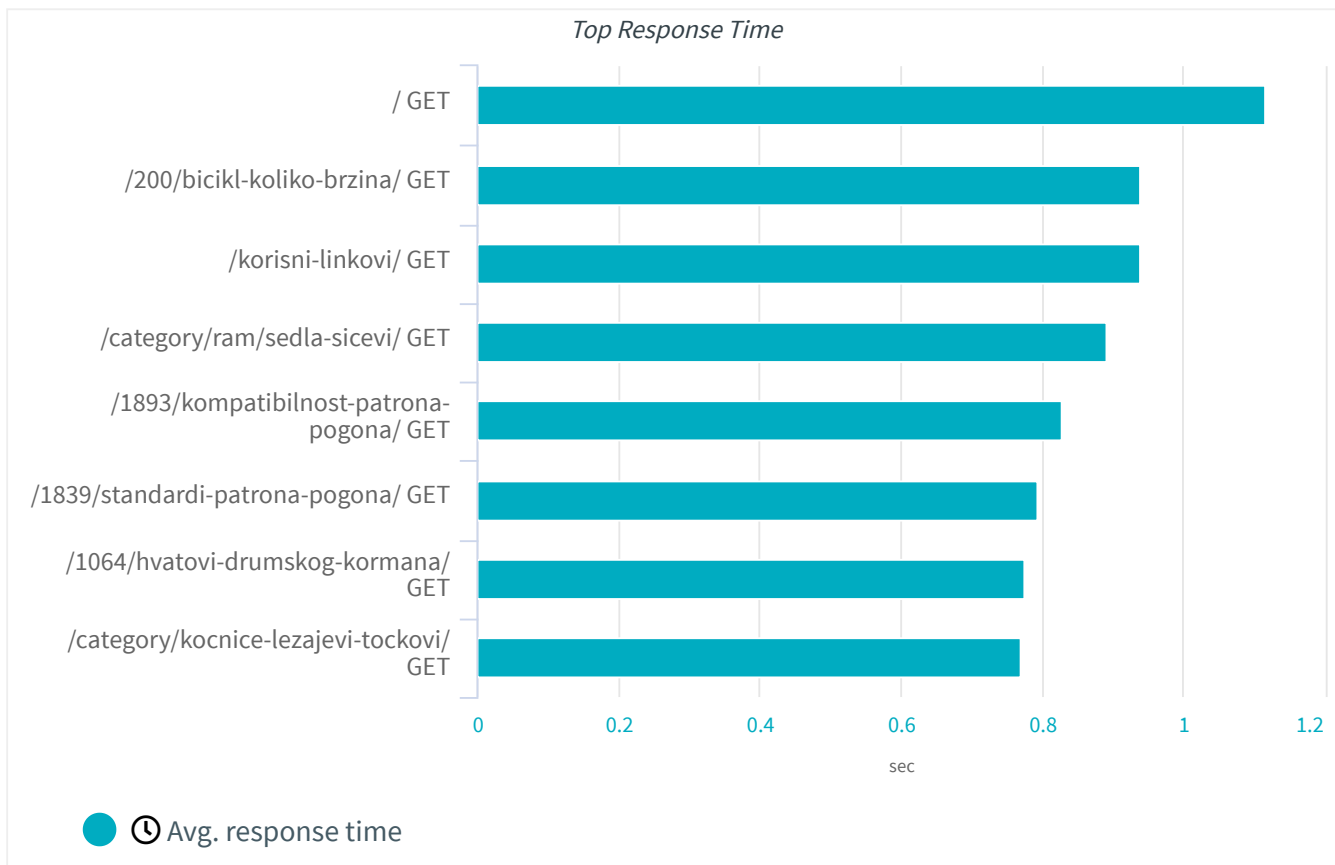
<i>Threshold alarms</i>				
Time ▲	Duration	Connection	Counter	Threshold
2020-03-01, 12:15:40	0ms	Load Generator (joseph_...	Load Generator (joseph_...	⚠ 80 ≤ counter during 3...

Total Items: 1

3. Result breakdown

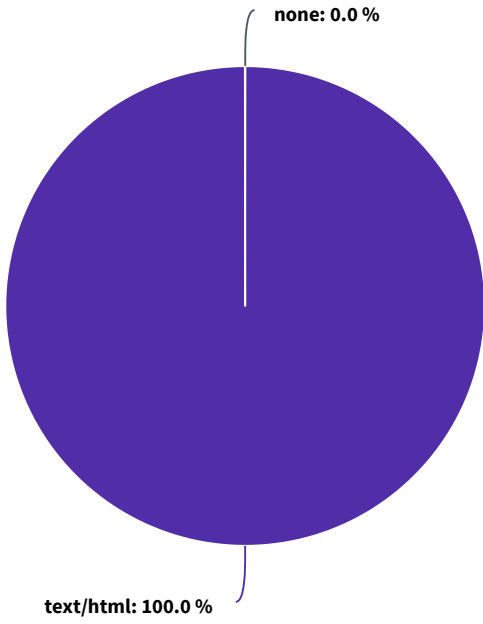
3.1. Response time and percentiles



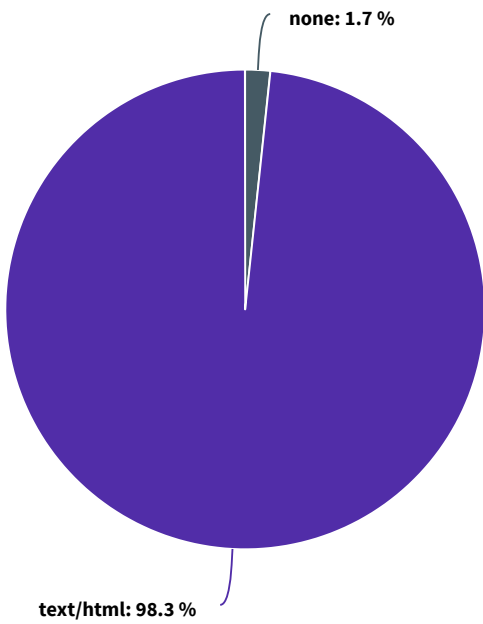


3.2. Throughput

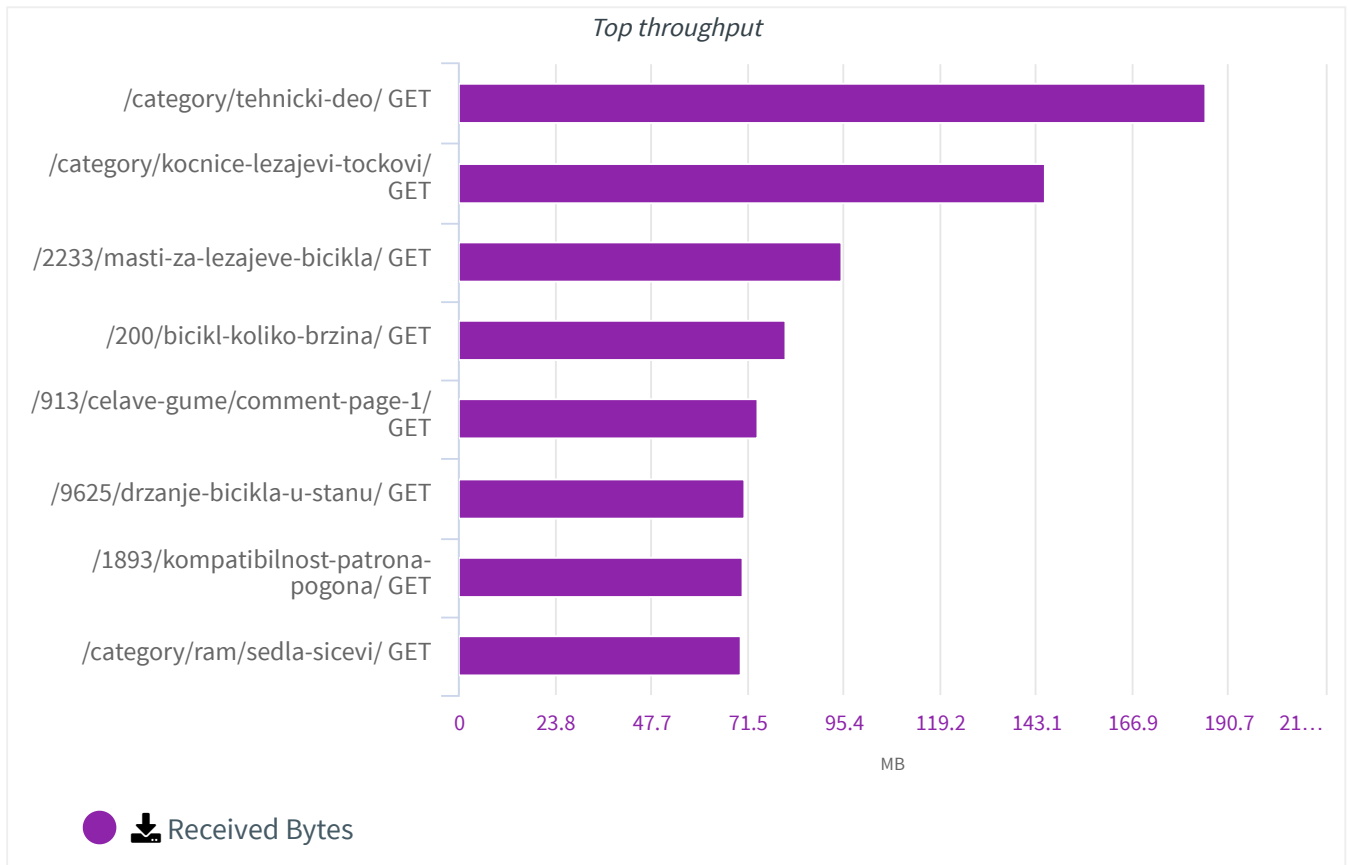
Media types throughput



Media types count

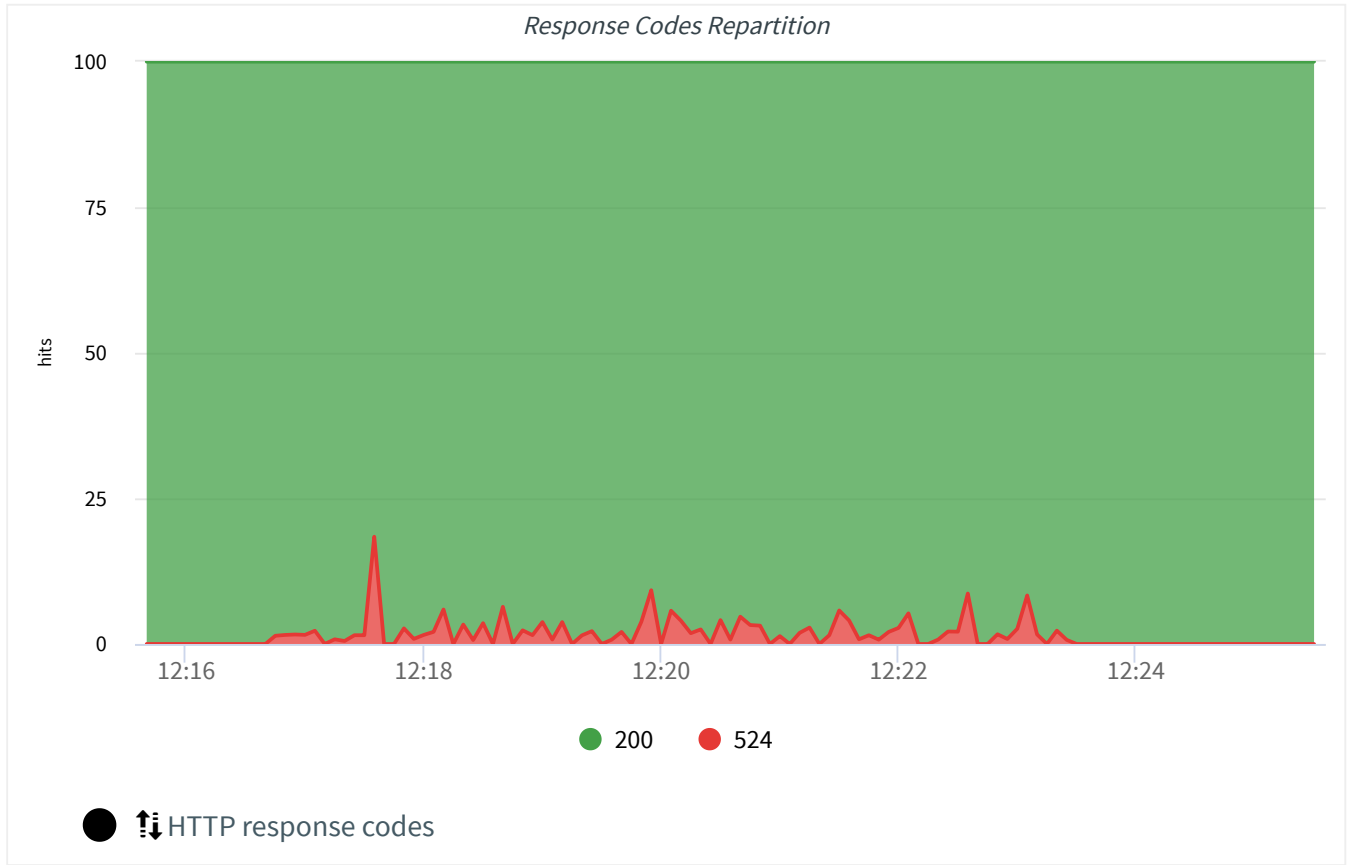


- 📄 Media types throughput
- 📄 Media types count

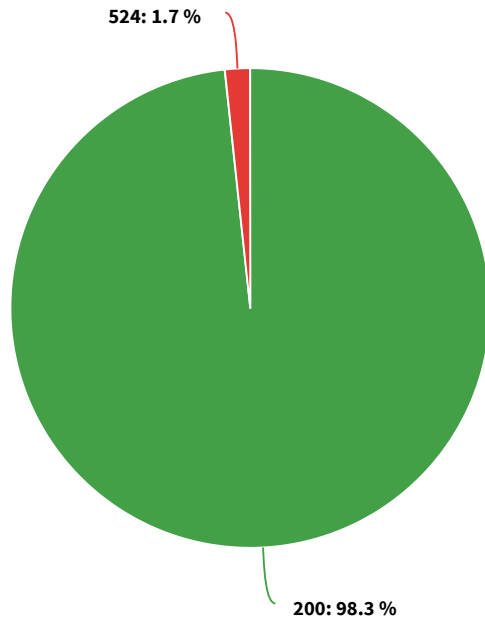


4. Response Codes Repartition





















HTTP Response Code repartition.



HTTP response codes



● HTTP response codes

Errors		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-03-01, 12:16:47	 /1064/hvatovi-drumskog-kormana/	HTTP Status code: 524 Timeout
2020-03-01, 12:16:51	 /1893/kompatibilnost-patrona-pogona/	HTTP Status code: 524 Timeout
2020-03-01, 12:16:54	 /3293/materijali-od-kojih-se-prave-sedla-za-bicikle/	HTTP Status code: 524 Timeout
2020-03-01, 12:16:55	 /	HTTP Status code: 524 Timeout
2020-03-01, 12:16:56	 /1839/standardi-patrona-pogona/	HTTP Status code: 524 Timeout
2020-03-01, 12:16:58	 /ocene/bicikli/treking/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:01	 /category/kocnice-lezajevi-tockovi/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:04	 /1064/hvatovi-drumskog-kormana/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:06	 /2679/capriolo-sunrise-dugorocni-test-02/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:06	 /2233/masti-za-lezajeve-bicikla/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:06	 /	HTTP Status code: 524 Timeout
2020-03-01, 12:17:19	 /	HTTP Status code: 524 Timeout
2020-03-01, 12:17:22	 /category/ram/sedla-sicevi/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:25	 /korisni-linkovi/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:27	 /1893/kompatibilnost-patrona-pogona/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:30	 /	HTTP Status code: 524 Timeout
2020-03-01, 12:17:32	 /1839/standardi-patrona-pogona/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:37	 /200/bicikl-koliko-brzina/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:37	 /category/kocnice-lezajevi-tockovi/	HTTP Status code: 524 Timeout
2020-03-01, 12:17:37	 /9625/drzanje-bicikla-u-stanu/	HTTP Status code: 524 Timeout
Total Items: 74		

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.