

# My Company

## Test 1 runtime

2020-03-06, 09:27:55

Result: Test 1 runtime - 50 VUs - 2020-03-06 08:27 UTC

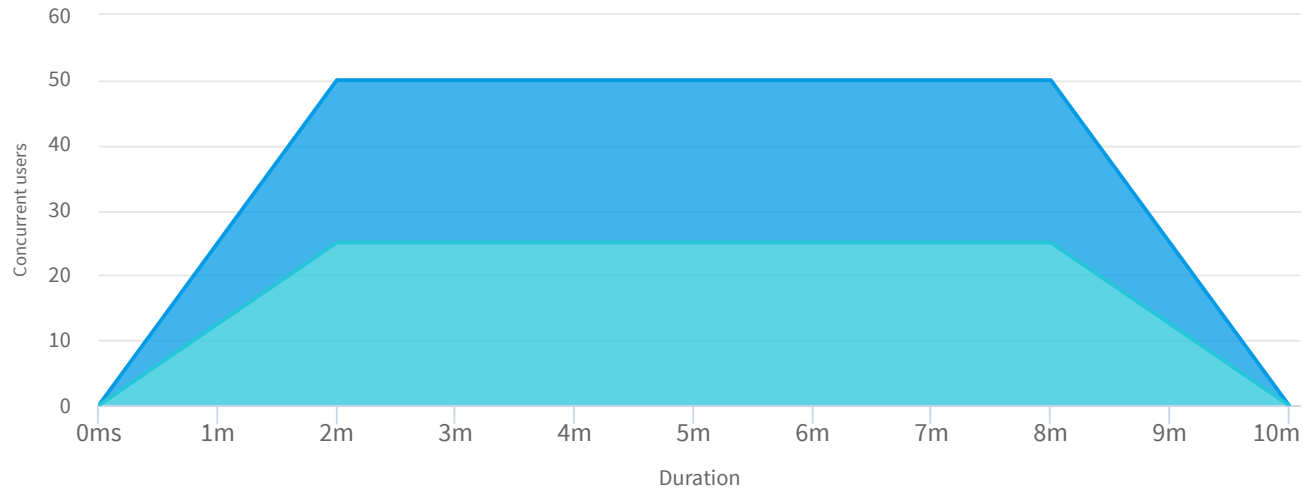
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# 1. Test Summary

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 2020-03-06, 09:28:48 and lasted for 10m.



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

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

Statistics summary



Hits count

13321 hits



Errors count

263 errors



% Errors

■ 1.97 %



Avg. response time

■ 0.761 sec



Latency standard deviation

3.494 sec



Received Bytes rate

2.2 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"/>				
	🍏 IPHONE 10 - test1...				
	📄 /	0.249	0.522	187	0.53
	📄 /category/teh...	0.234	0.238	185	0.54
	📄 /2700/skidanj...	1.051	0.523	185	2.7
	📄 /6955/on-line...	1.171	0.522	182	3.3
	📄 /category/osn...	0.79	0.542	182	2.2
	📄 /1007/koji-tip...	0.398	0.506	181	1.1
	📄 /594/vrste-bic...	1.381	1.234	180	4.44
	📄 /category/koc...	0.827	0.256	180	1.67
	📄 /1624/mehani...	0.62	0.478	179	2.79
	📄 /9338/standar...	0.42	0.234	179	1.12
	📄 /9412/rutiranj...	1.152	0.997	178	3.37
	📄 /spisak-clanak...	0.546	0.363	177	1.69
	📄 /o-autoru/	0.553	0.554	177	2.26
	📄 /linkovanje-va...	0.562	0.533	177	2.26
	📄 /kompletna-a...	0.842	1.002	177	2.82
	📄 /19/najbolja-...	0.959	0.489	177	2.26
	📄 /245/biciklisti...	1.012	0.529	177	2.26
	📄 /462/podesav...	1.051	0.532	175	3.43
	📄 /760/zimske-g...	0.566	0.512	175	1.71
	📄 /743/porediva...	0.271	0.457	175	1.14

Total Items: 154 (Showing Items: 78)

- 🕒 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 (%)
📄 /1686/skidanje-zadn...	1.564	1	343	4.66
📄 /1366/tehnika-pode...	1.316	0.698	347	3.17
📄 /1131/mtb-tockovi-2...	1.176	0.519	347	3.17
📄 /2700/skidanje-konu...	1.073	0.835	373	2.68
📄 /linkovanje-vaseg-sa...	1.046	0.506	357	2.8
📄 /9412/rutiranje-buzir...	1.007	0.995	358	2.51
📄 /2585/bela-strela-pr...	0.995	1.007	329	3.04
📄 /594/vrste-bicikala/	0.98	0.985	367	3
📄 /kompletna-arhiva-c...	0.978	0.996	357	2.8
📄 /6955/on-line-kupov...	0.972	0.514	369	2.71
📄 /category/kocnice-le...	0.917	0.344	365	1.92
📄 /1820/kompatibilno...	0.914	0.785	341	1.76
📄 /1929/kratak-pregle...	0.891	0.903	336	2.68
📄 /category/osnovne-s...	0.873	0.577	369	1.9
📄 /462/podesavanje-p...	0.838	0.517	354	2.82
📄 /2575/capriolo-sunri...	0.804	0.508	330	1.82
📄 /2014/bezbednost-bi...	0.796	0.524	333	1.8
📄 /1007/koji-tip-bicikl...	0.772	0.502	368	1.63
📄 /245/biciklisticki-rec...	0.763	0.52	357	1.96

Total Items: 38

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

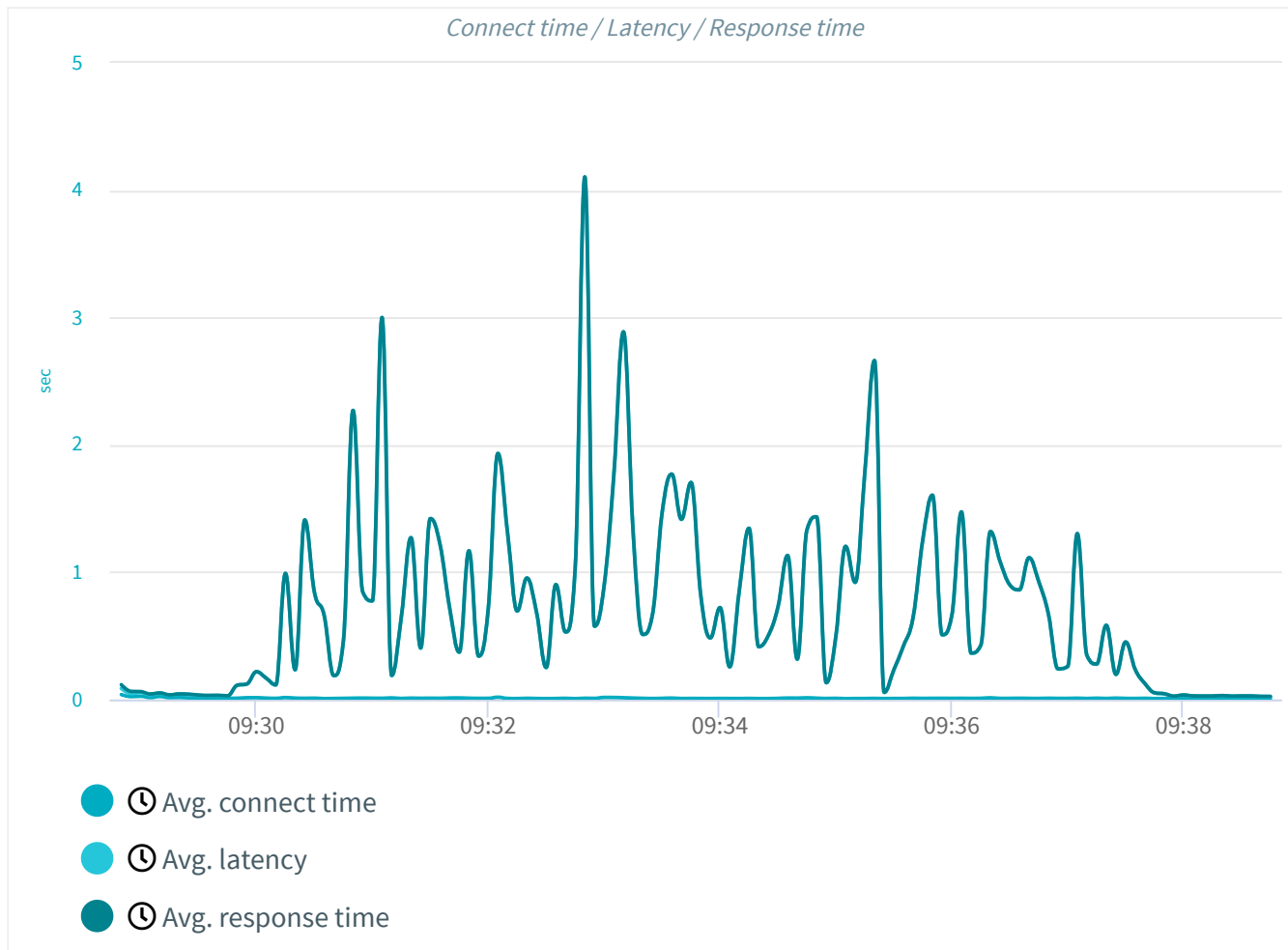


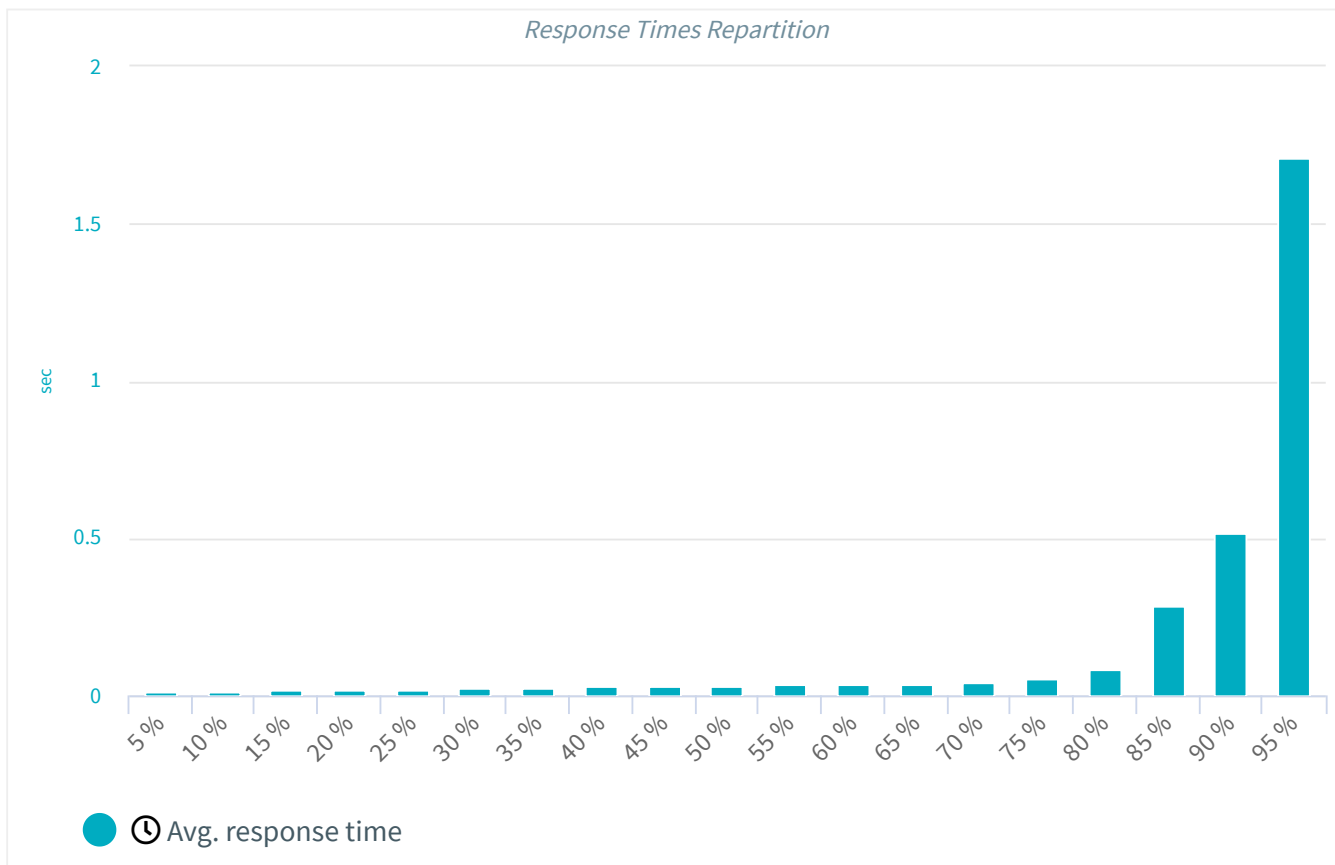
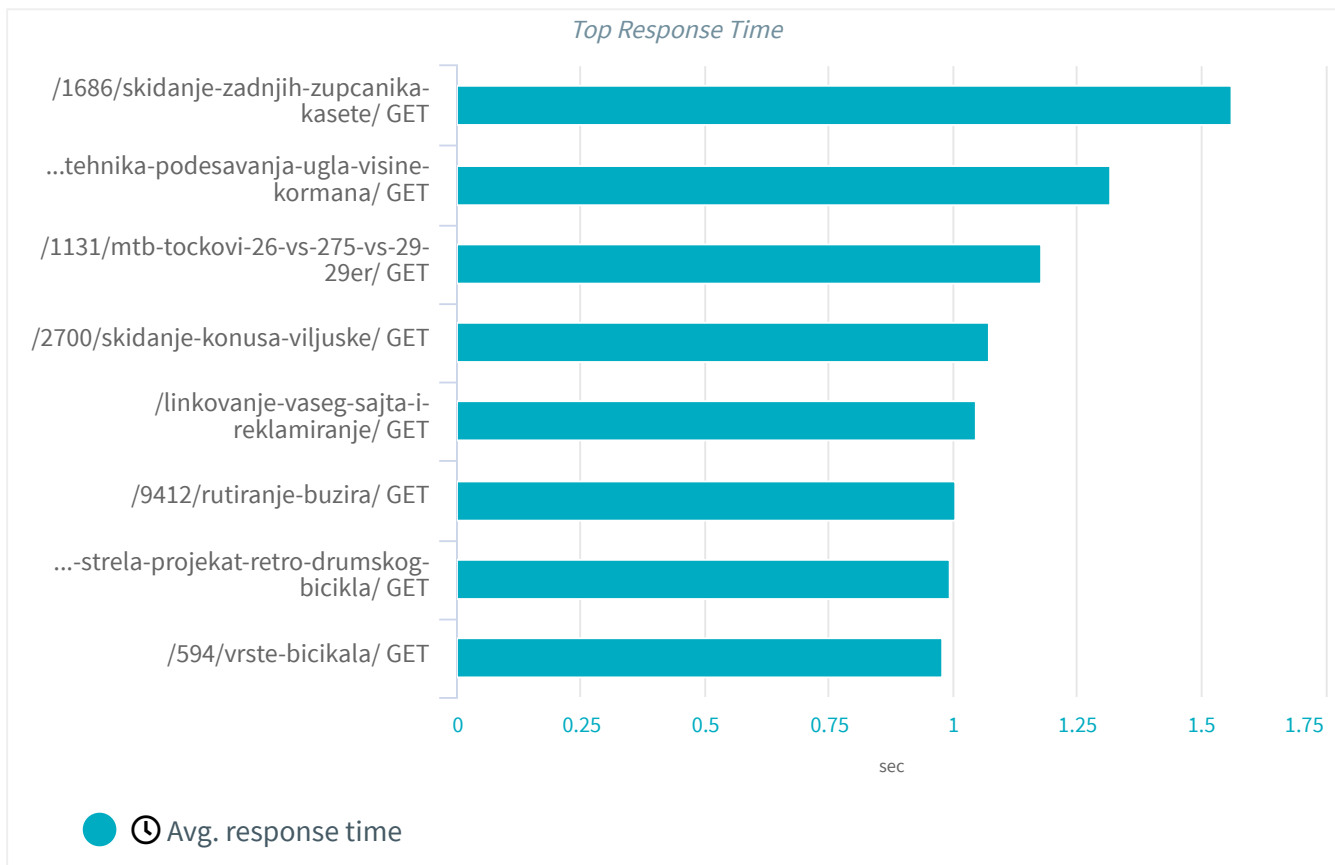
*Threshold alarms*

 No threshold alarms.

# 3. Result breakdown

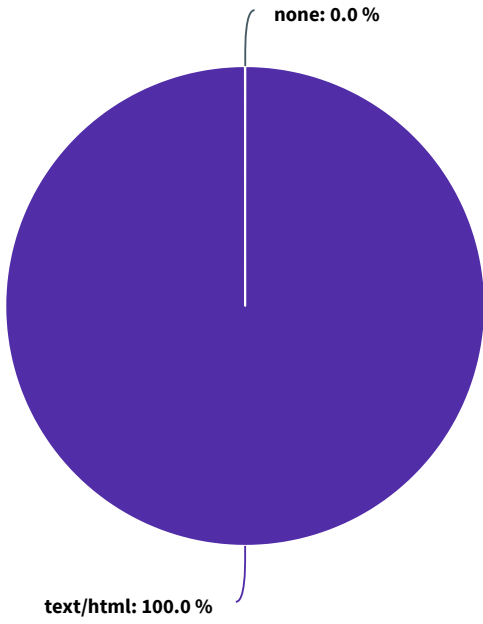
## 3.1. Response time and percentiles



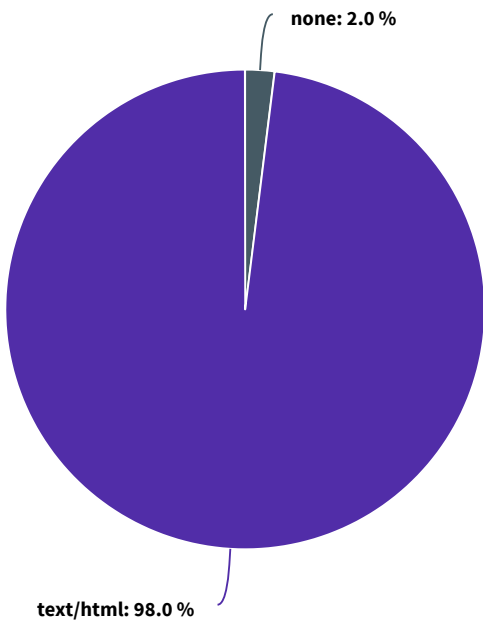


### 3.2. Throughput

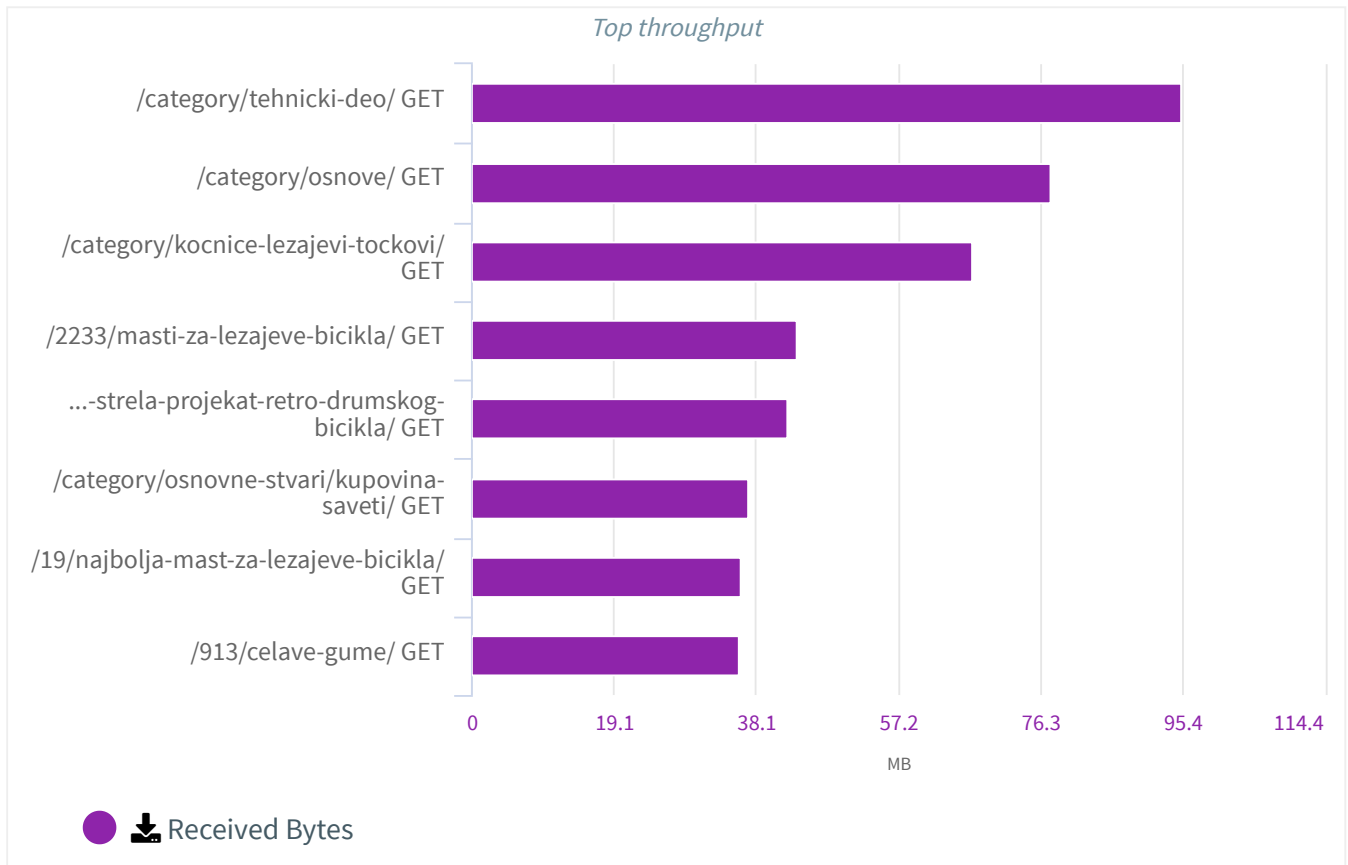
### Media types throughput



### Media types count

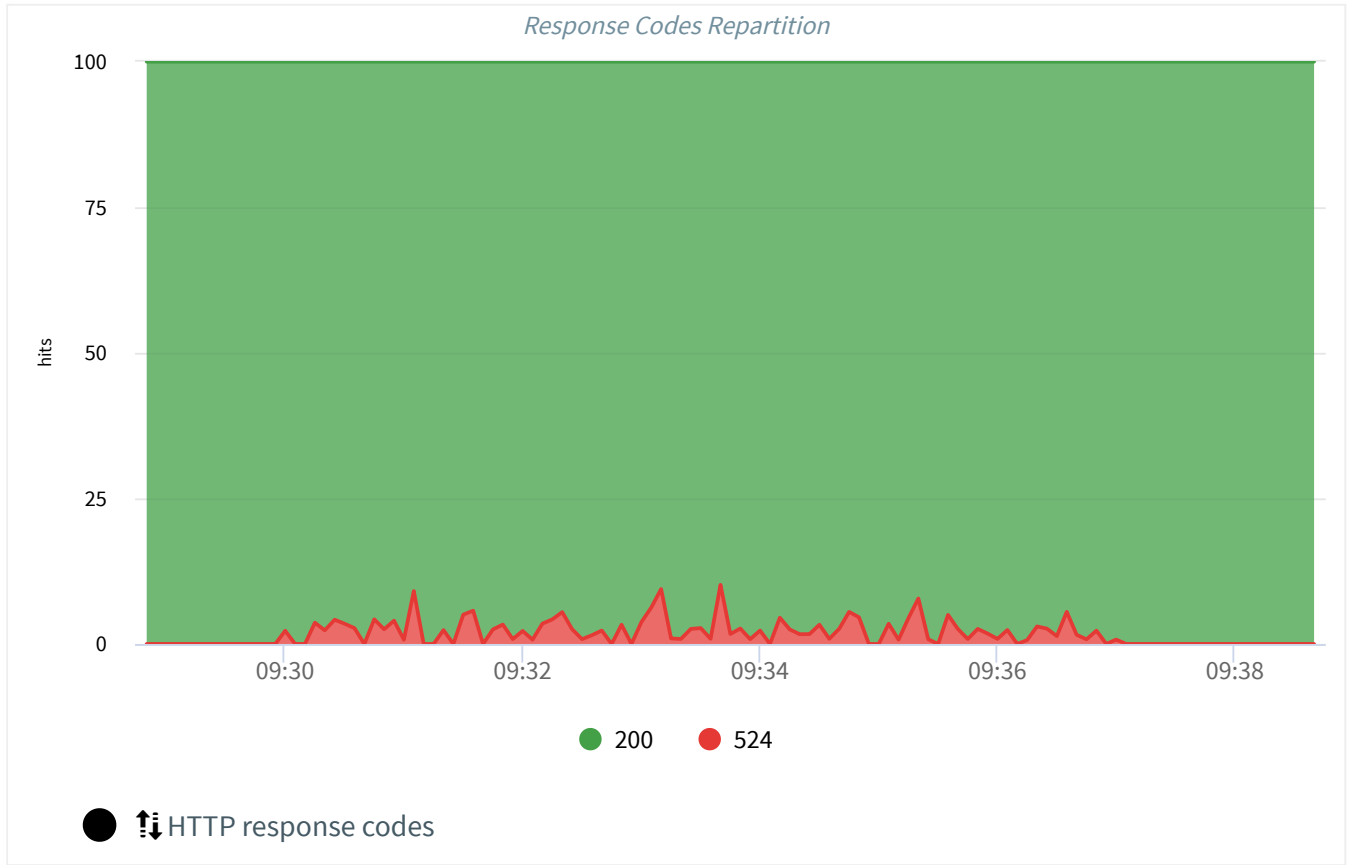


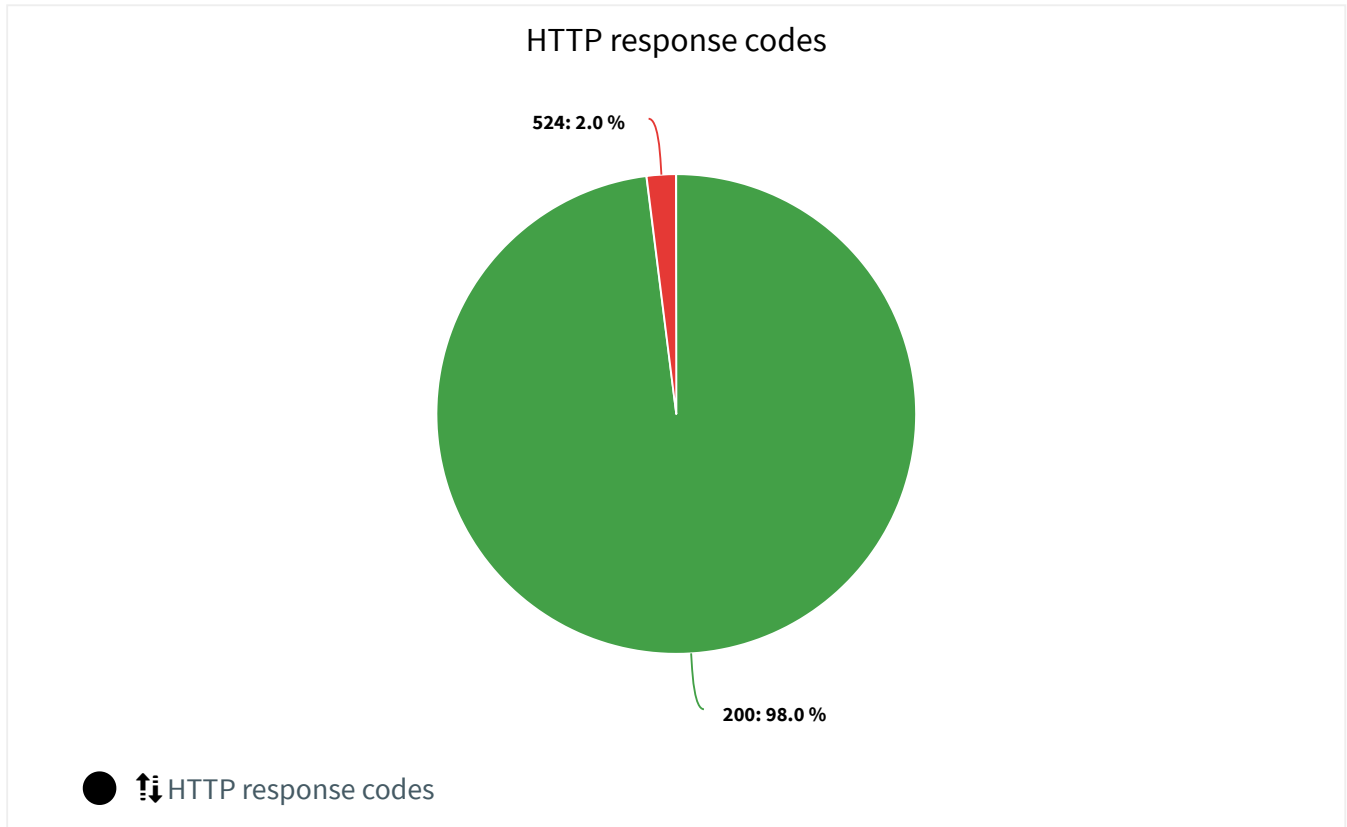
- 📄 Media types throughput
- 📊 Media types count























# 4. Response Codes Repartition

HTTP Response Code repartition.





Errors		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-03-06, 09:30:02	 /1007/koji-tip-bicikla-odgovara-za-moje-potrebe/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:04	 /594/vrste-bicikala/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:05	 /spisak-clanaka-po-kategorijama/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	 /category/osnovne-stvari/kupovina-saveti/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	 /6955/on-line-kupovina/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	 /kompletna-arhiva-clanaka/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	 /1686/skidanje-zadnjih-zupcanika-kasete/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	 /4217/prednosti-i-mane-suspenzije-amortizera-na-bicik...	HTTP Status code: 524 Timeout
2020-03-06, 09:30:22	 /1131/mtb-tockovi-26-vs-275-vs-29-29er/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:24	 /760/zimske-gume-za-bicikl/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:24	 /category/kocnice-lezajevi-tockovi/kocnice/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:26	 /9412/rutiranje-buzira/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:28	 /594/vrste-bicikala/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:28	 /1082/geometrija-drumskog-kormana/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:29	 /1366/tehnika-podesavanja-ugla-visine-kormana/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:29	 /2700/skidanje-konusa-viljuske/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:34	 /6955/on-line-kupovina/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:34	 /linkovanje-vaseg-sajta-i-reklamiranje/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:34	 /9338/standardi-sajli-buzira/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:36	 /1366/tehnika-podesavanja-ugla-visine-kormana/	HTTP Status code: 524 Timeout
Total Items: 139		



# 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.