

My Company

Test 1 runtime

2020-03-06, 10:33:26

Result: Test 1 runtime - 10 VUs - 2020-03-06 09:33 UTC

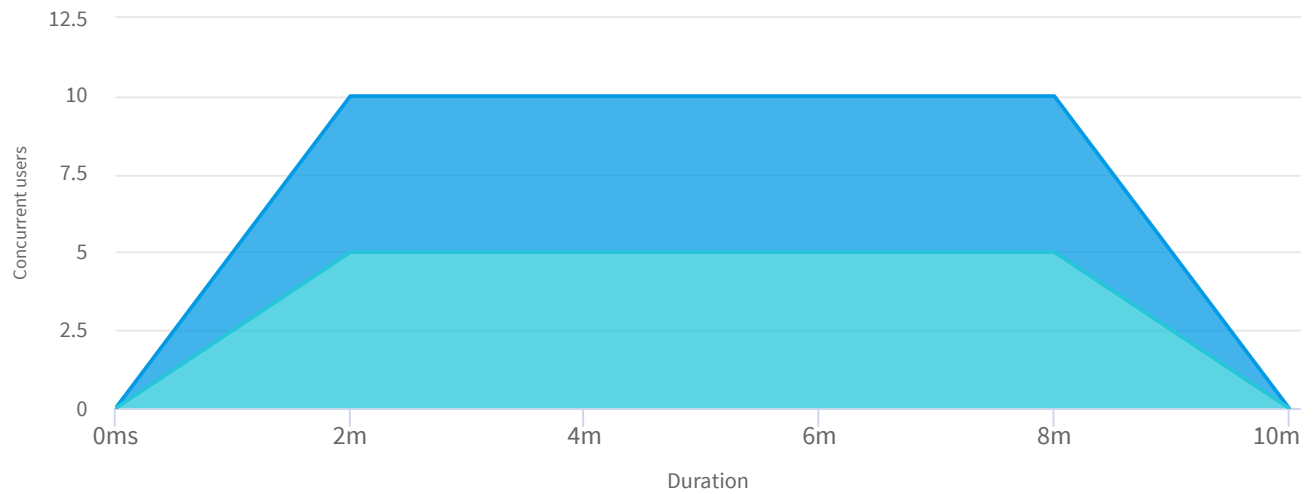
Table of Contents

Index	Chapter
<u>1.</u>	Test Summary
<u>2.</u>	Results Summary
<u>2.1.</u>	Hit rate and response time under load
<u>2.2.</u>	Request details
<u>3.</u>	Result breakdown
<u>3.1.</u>	Response time and percentiles
<u>3.2.</u>	Throughput
<u>4.</u>	Response Codes Repartition

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, 10:34:07 and lasted for 10m.



- **WINDOWS 10** 🌐 test1.bikegremlin.com - scenario a in region 🌐 EU West (London) during 10m with 5 users
- **IPHONE 10** 🍏 test1.bikegremlin.com - scenario a in region 🌐 EU West (London) during 10m with 5 users

Statistics summary



Hits count

1398 hits



Errors count

6 errors



% Errors

0.43 %



Avg. response time

2.305 sec



Latency standard deviation

9.046 sec

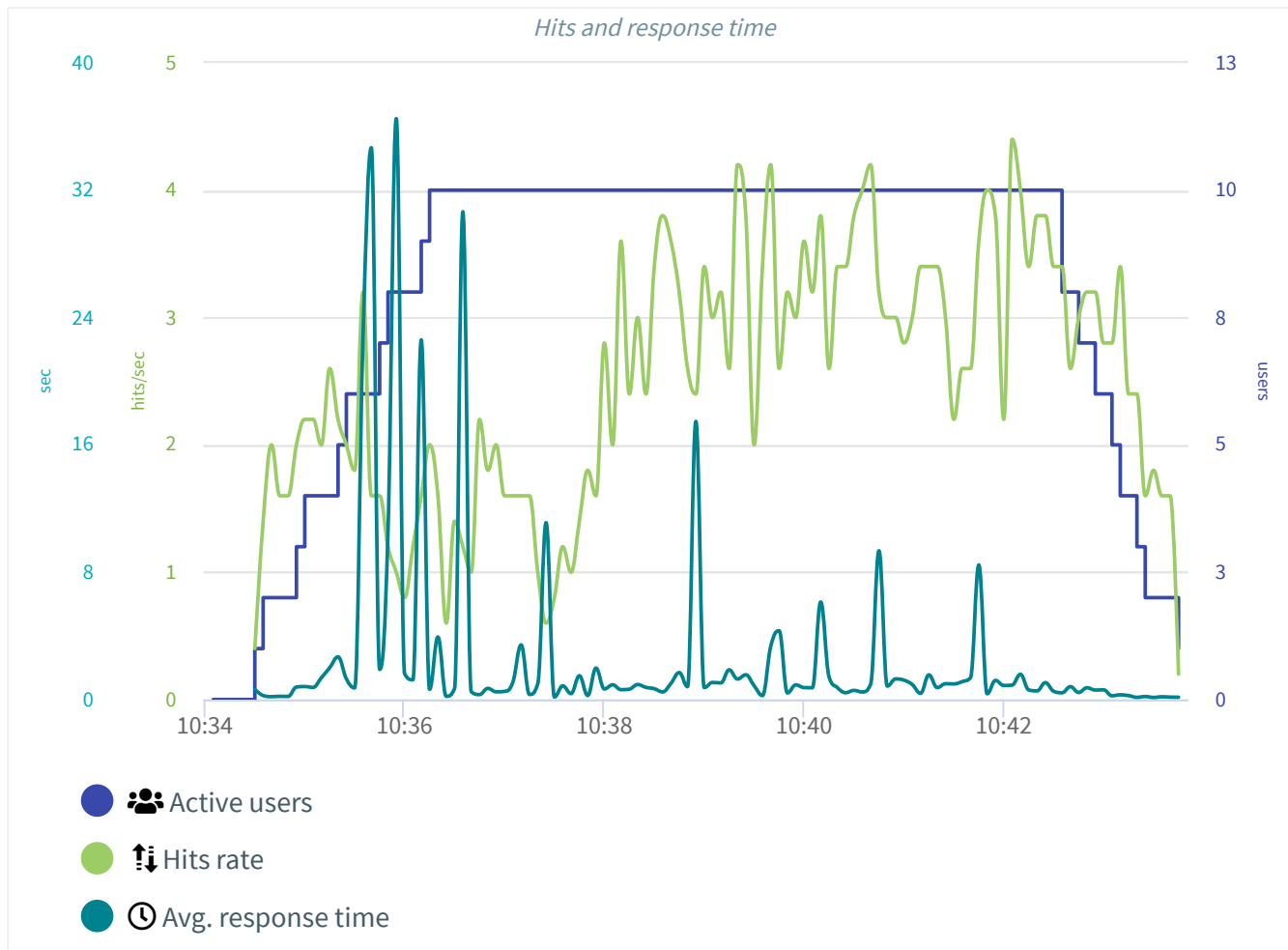


Received Bytes rate

247.6 KB/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 (%)
-	🔍 WINDOWS 10 - te...				
+	📄 /	8.317	10.331	24	0
+	📄 /category/teh...	9.57	4.412	24	4.17
+	📄 /2700/skidanj...	1.504	2.748	24	0
+	📄 /6955/on-line...	6.8	1.257	24	0
+	📄 /category/osn...	0.463	1.161	23	0
+	📄 /1007/koji-tip...	0.7	1.542	23	0
+	📄 /594/vrste-bic...	0.944	3.176	23	0
+	📄 /category/koc...	1.969	6.933	23	0
+	📄 /1624/mehani...	0.492	1.18	21	0
+	📄 /9338/standar...	1.123	2.036	21	0
+	📄 /9412/rutiranj...	0.874	1.576	21	0
+	📄 /spisak-clanak...	1.233	4.01	21	0
+	📄 /o-autoru/	0.358	1.003	20	0
+	📄 /linkovanje-va...	0.892	4.184	20	0
+	📄 /kompletna-a...	11.184	6.647	20	5
+	📄 /19/najbolja-...	1.621	2.771	20	0
+	📄 /245/biciklisti...	0.328	0.885	20	0
+	📄 /462/podesav...	0.616	1.024	20	0

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 (%)
 /category/tehnicki-d...	 15.097	12.578	42	 7.14
 /	 12.204	20.483	43	 0
 /5186/pristup-servisi...	 6.607	2.045	33	 3.03
 /kompletna-arhiva-c...	 6.571	5.54	37	 2.7
 /1820/kompatibilno...	 5.587	2.913	34	 0
 /6955/on-line-kupov...	 4.03	1.122	42	 0
 /category/kocnice-le...	 3.623	4.933	41	 2.44
 /2575/capriolo-sunri...	 2.171	2.109	33	 0
 /1007/koji-tip-bicikl...	 1.82	1.177	41	 0
 /1082/geometrija-dr...	 1.802	3.307	36	 0
 /1624/mehanicke-ko...	 1.779	2.029	39	 0
 /2585/bela-strela-pr...	 1.716	2.438	33	 0
 /category/osnovne-s...	 1.558	1.365	41	 0
 /19/najbolja-mast-z...	 1.233	2.239	37	 0
 /1885/novi-standard...	 1.206	3.626	34	 0
 /2700/skidanje-konu...	 1.191	2.167	42	 0
 /1929/kratak-pregle...	 1.187	4.931	34	 0
 /2014/bezbednost-bi...	 1.058	2.809	34	 0
 /968/geometrija-ram...	 1.004	2.776	36	 0

Total Items: 38

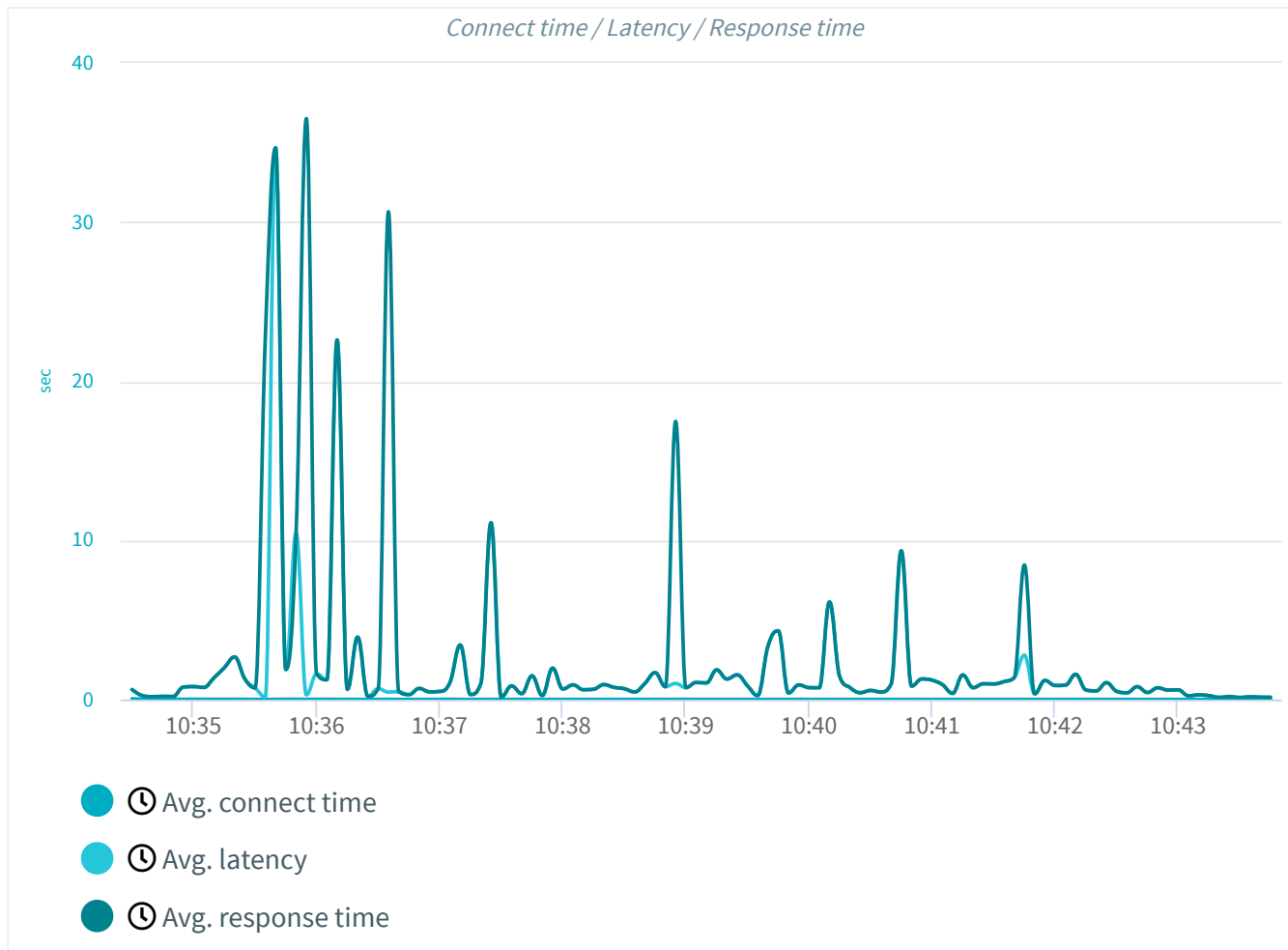
-  ⌚ Avg. response time
-  ⌚ Response time percentile 90
-  📉 Hits count
-  % % Errors

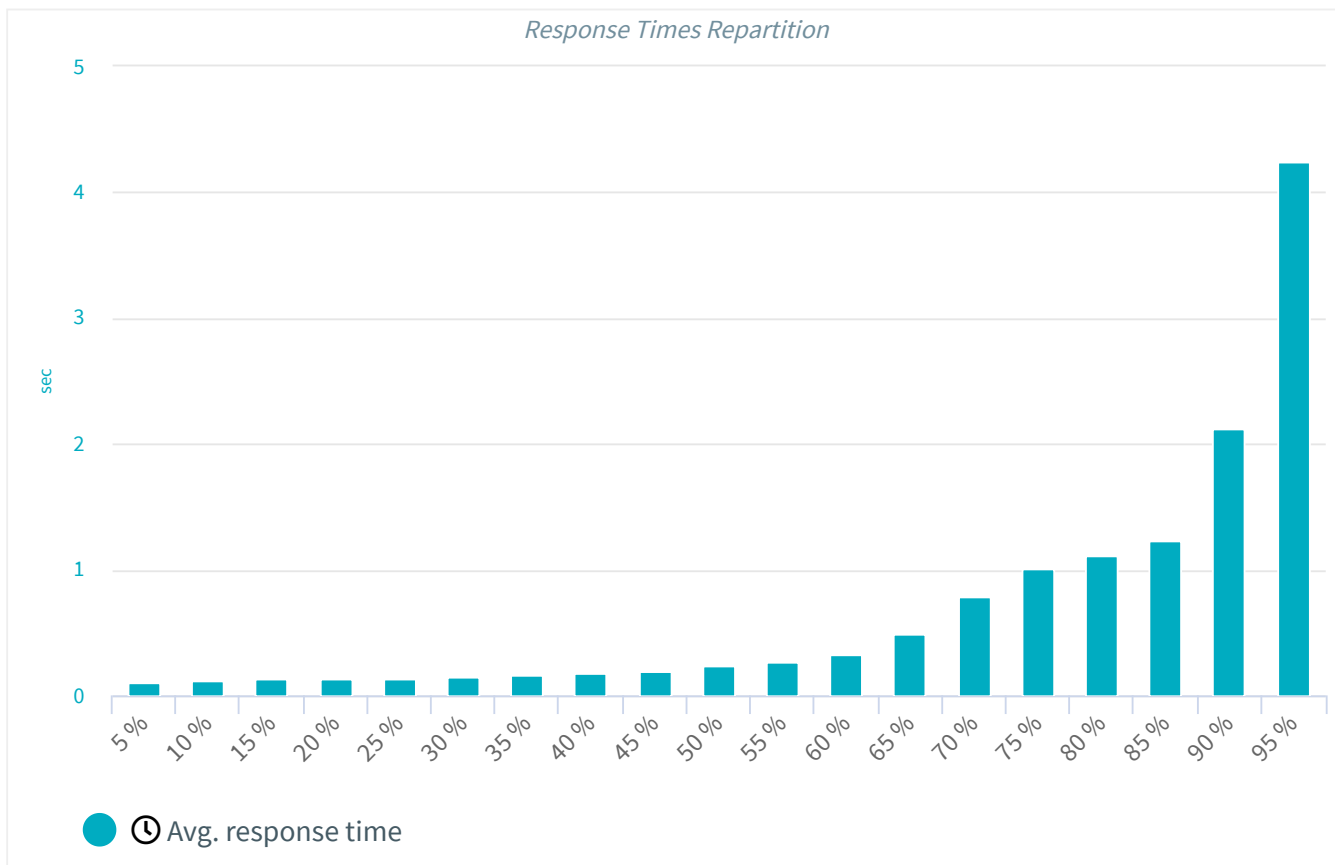
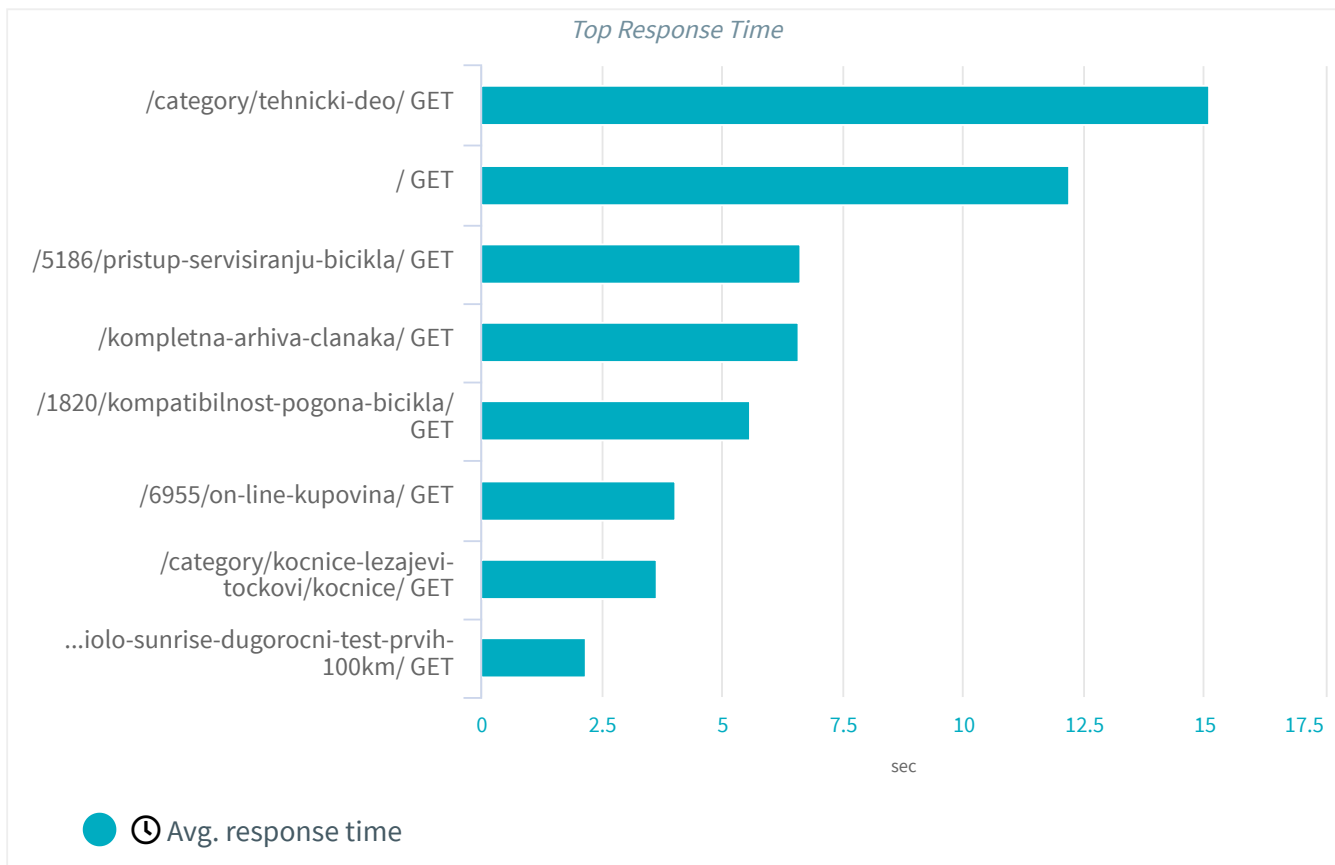
Threshold alarms

 No threshold alarms.

3. Result breakdown

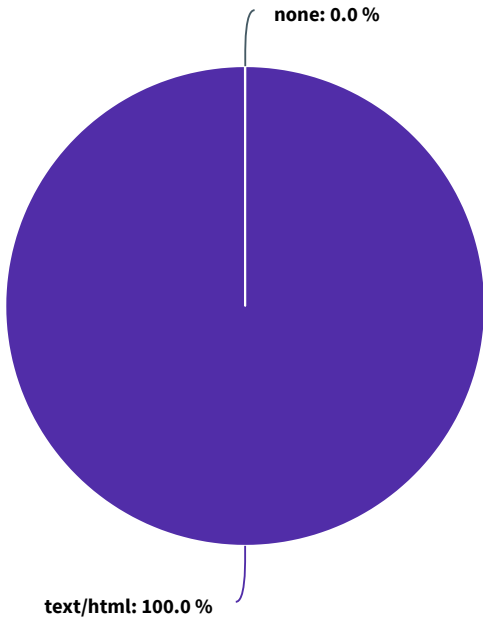
3.1. Response time and percentiles



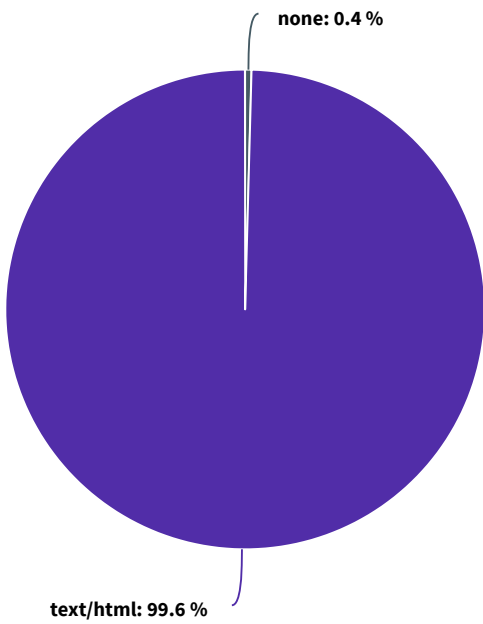


3.2. Throughput

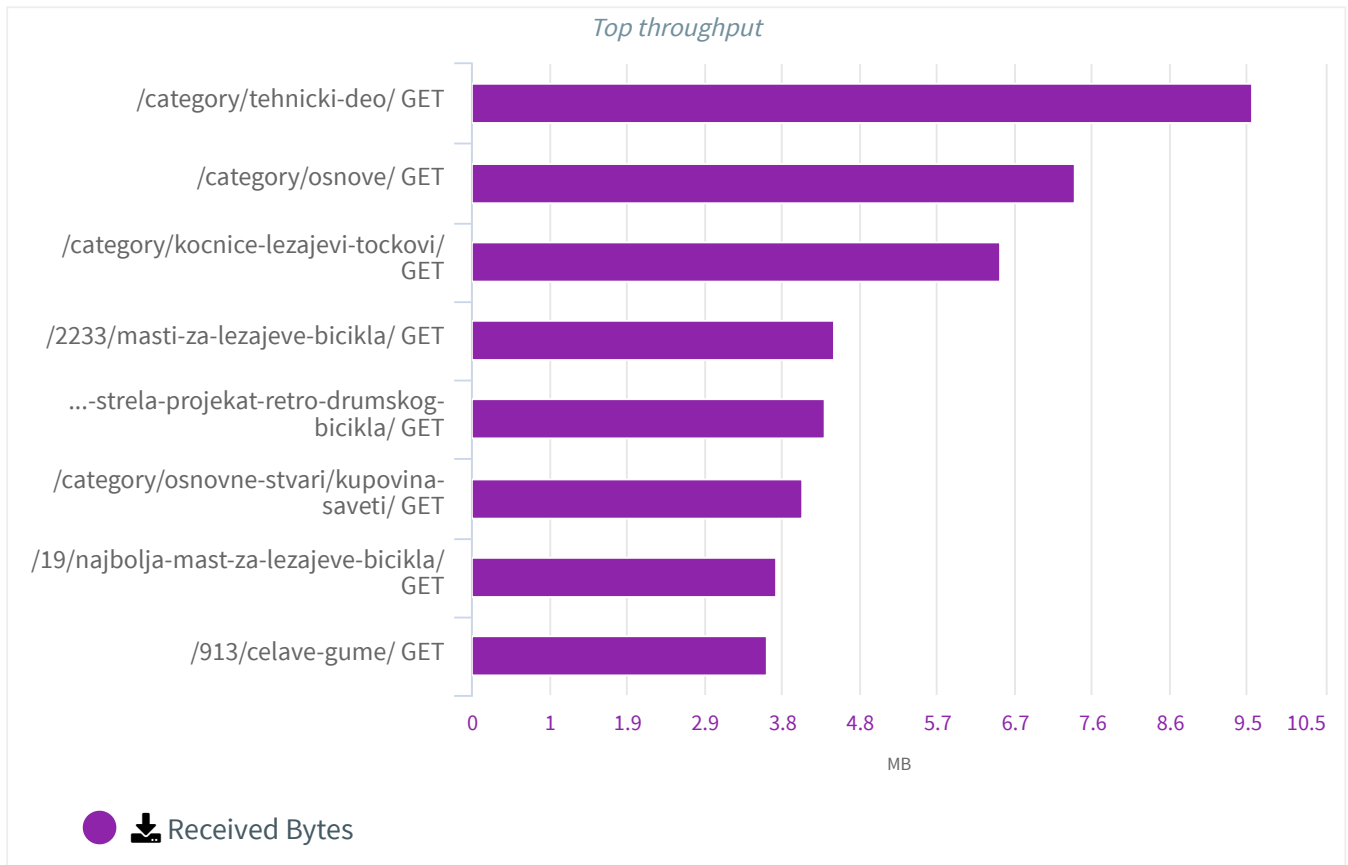
Media types throughput



Media types count

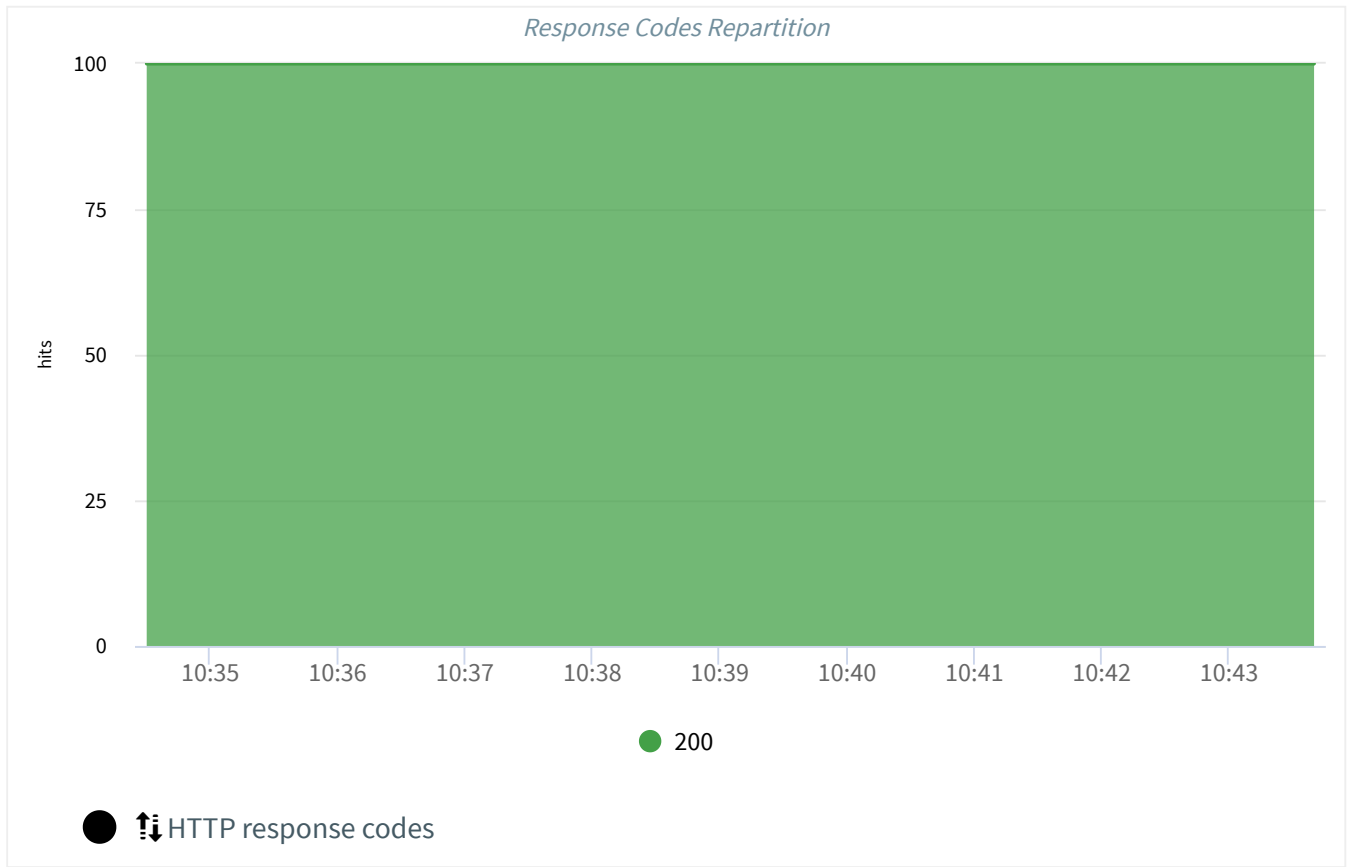


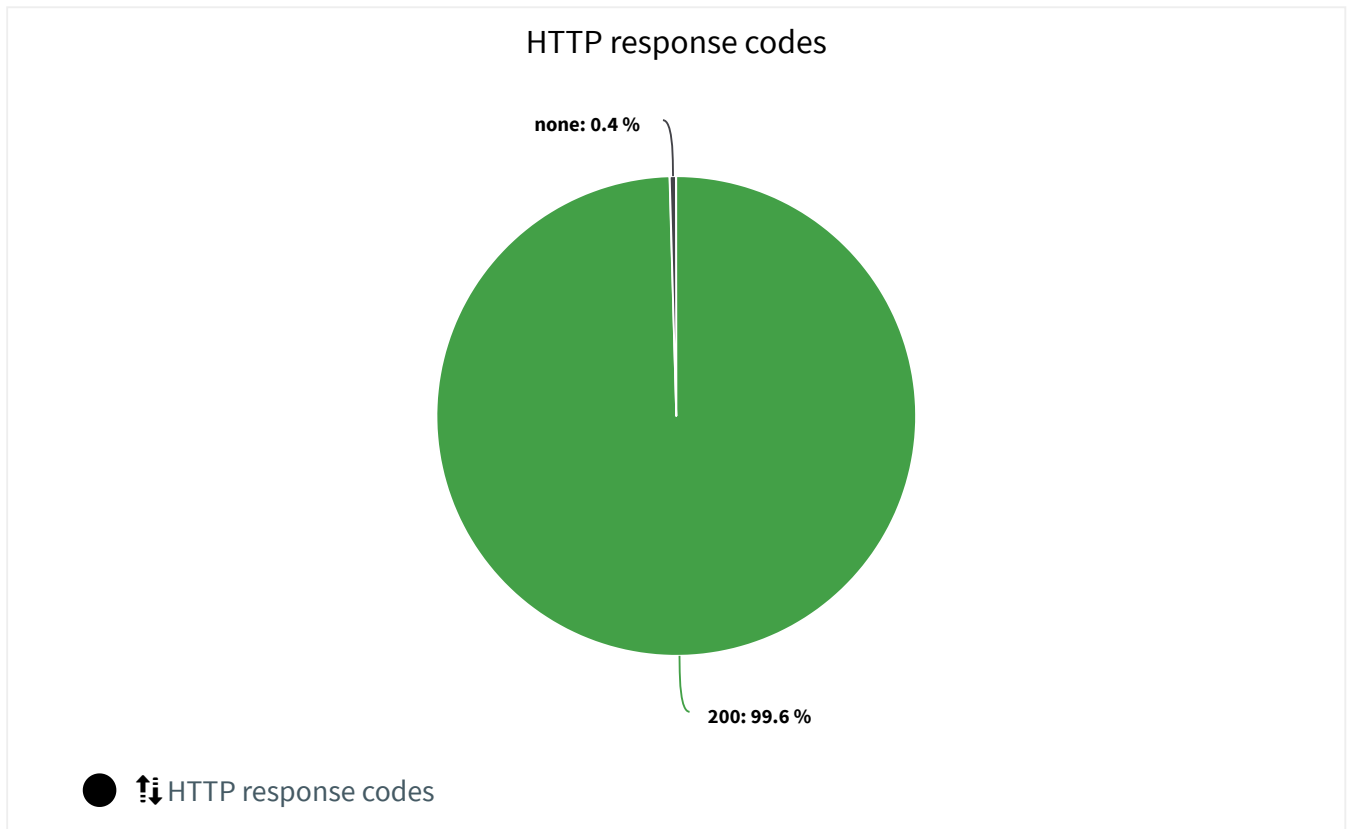
- 📄 Media types throughput
- 📄 Media types count



4. Response Codes Repartition

HTTP Response Code repartition.





<i>Errors</i>		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-03-06, 10:35:37	📉 /category/tehnicki-deo/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:35:38	📉 /category/tehnicki-deo/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:35:55	📉 /category/tehnicki-deo/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:36:39	📉 /kompletna-arhiva-clanaka/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:38:47	📉 /category/kocnice-lezajevi-tockovi/kocnice/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:38:56	📉 /5186/pristup-servisiranju-bicikla/	HTTP Status code: Non HTTP response code: ...
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.