

# My Company

## Test 2 runtime permalink change

2020-03-06, 09:27:54

Result: Test 2 runtime permalink change - 50 VUs - 2020-03-06 08:27 UTC

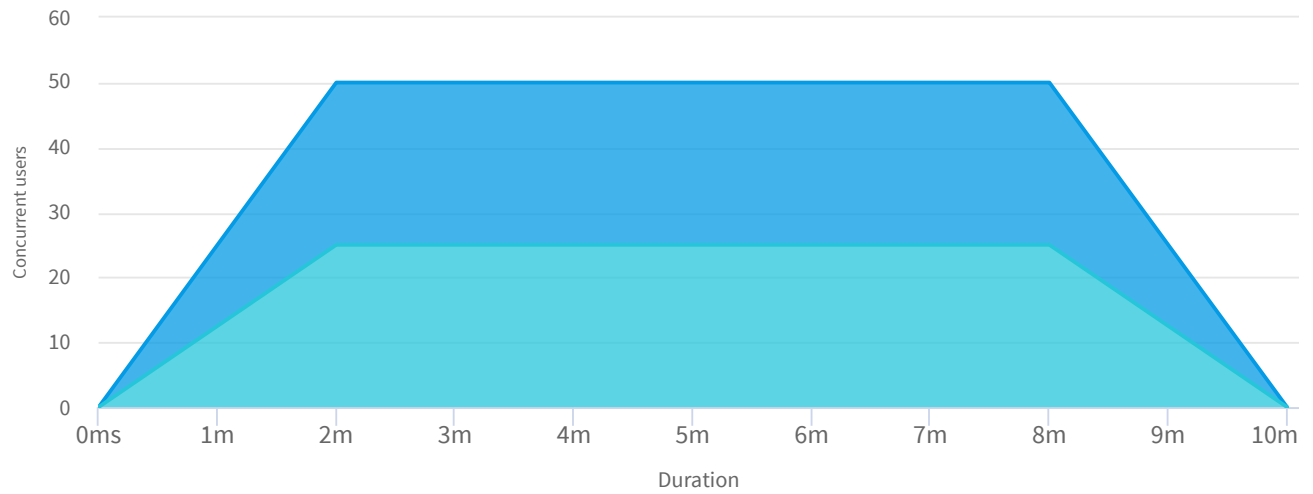
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# 1. Test Summary

Test Summary

The user load was distributed as defined in the scenario: Test 2 runtime permalink change. The test started at 2020-03-06, 09:28:41 and lasted for 10m.



- WINDOWS 10 🌐 test2.bikegremlin.com - scenario a permalinks change in region 🌐 EU West (London) during 10m with 25 users
- IPHONE 10 🍏 test2.bikegremlin.com - scenario a permalinks change in region 🌐 EU West (London) during 10m with 25 users

Statistics summary



Hits count

13633 hits



Errors count

269 errors



% Errors

1.97 %



Avg. response time

0.687 sec



Latency standard deviation

3.28 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 - test2...				
	📄 /	1.113	0.538	184	3.8
	📄 /category/teh...	1.563	1.016	182	4.4
	📄 /skidanje-kon...	1.323	0.519	182	3.3
	📄 /on-line-kupo...	0.585	0.494	181	2.21
	📄 /category/osn...	0.823	0.724	181	2.21
	📄 /koji-tip-bicikl...	0.614	0.502	181	1.66
	📄 /vrste-bicikala/	0.804	0.533	180	2.78
	📄 /category/koc...	0.736	0.518	180	2.22
	📄 /mehanicke-k...	0.788	0.982	179	3.35
	📄 /standardi-saj...	1.726	0.787	177	4.52
	📄 /rutiranje-buzi...	1.517	3.565	175	5.14
	📄 /spisak-clanak...	1.441	0.515	173	4.05
	📄 /o-autoru/	0.649	0.541	173	1.73
	📄 /linkovanje-va...	0.933	0.504	172	2.33
	📄 /kompletna-a...	0.755	0.505	169	2.96
	📄 /najbolja-mas...	1.137	0.517	169	2.96
	📄 /biciklisticki-r...	0.688	0.357	169	1.18
	📄 /podesavanje-...	0.611	0.366	169	1.18
	📄 /zimske-gume...	0.61	0.688	169	2.37
	📄 /podesavanje-...	0.621	0.473	169	1.18

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 (%)
📄 /skidanje-konusa-vil...	1.342	0.995	383	3.66
📄 /rutiranje-buzira/	1.323	0.994	368	4.08
📄 /standardi-sajli-buzi...	1.275	0.771	371	3.23
📄 /linkovanje-vaseg-sa...	1.173	0.514	363	2.75
📄 /spisak-clanaka-po...	1.101	0.531	366	3.28
📄 /mehanicke-kocnice...	1.029	0.579	373	3.49
📄 /category/tehnicki-d...	1.019	0.989	384	3.13
📄 /category/osnovne-s...	0.875	0.994	381	2.36
📄 /geometrija-rama-bi...	0.863	0.502	355	2.54
📄 /masti-za-lezajeve-b...	0.808	0.511	345	1.74
📄 /	0.744	0.652	387	1.81
📄 /biciklisticki-recnik/	0.743	0.496	358	1.4
📄 /novi-standard-patr...	0.73	0.482	347	2.31
📄 /celave-gume/	0.698	0.511	356	1.69
📄 /najbolja-mast-za-le...	0.686	0.477	358	1.68
📄 /kratak-pregled-stan...	0.679	0.51	347	2.59
📄 /category/kocnice-le...	0.671	0.518	375	2.13
📄 /tehnika-podesavanj...	0.653	0.511	348	1.72
📄 /vrste-bicikala/	0.619	0.507	376	1.86

Total Items: 38

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

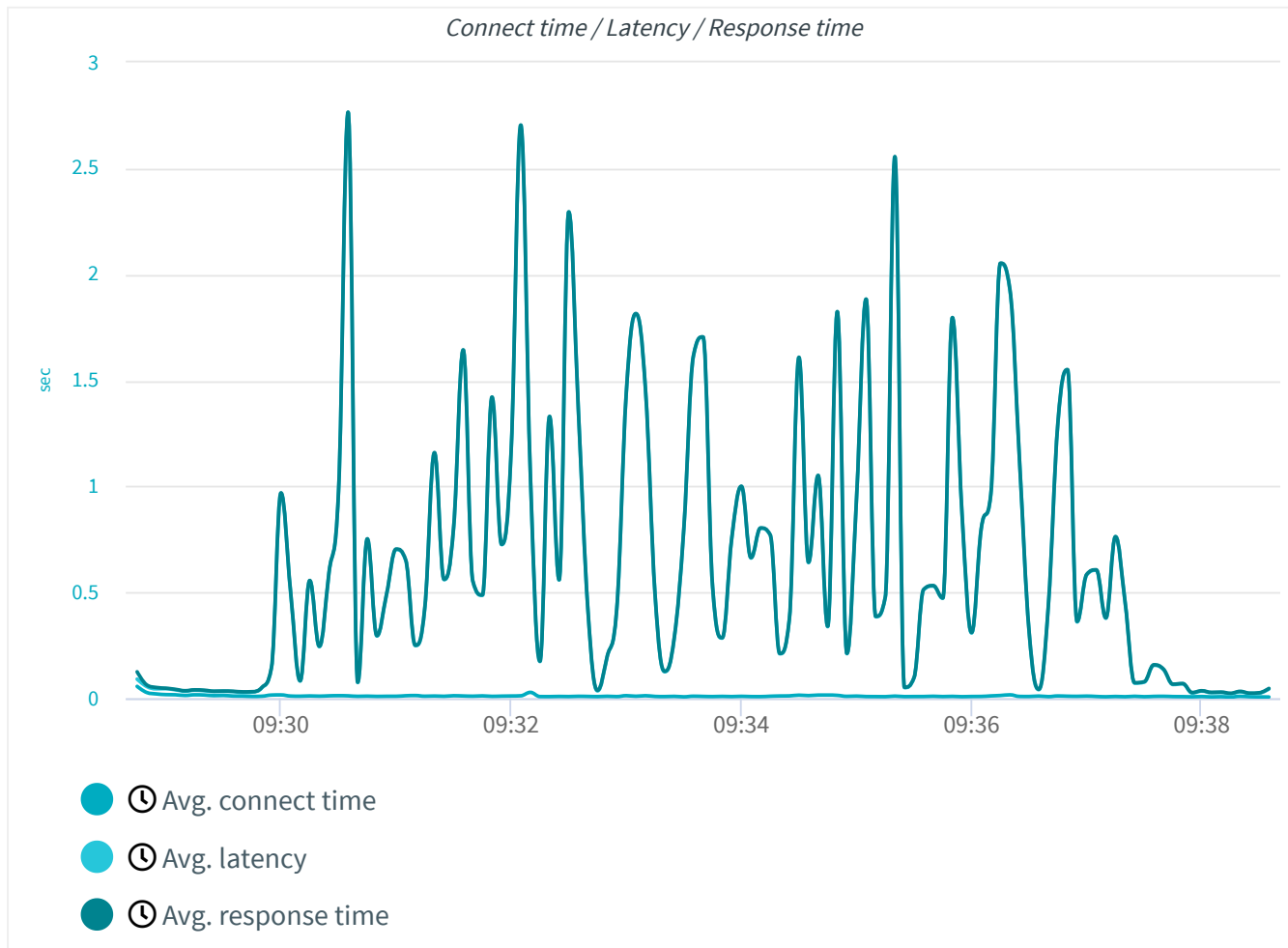


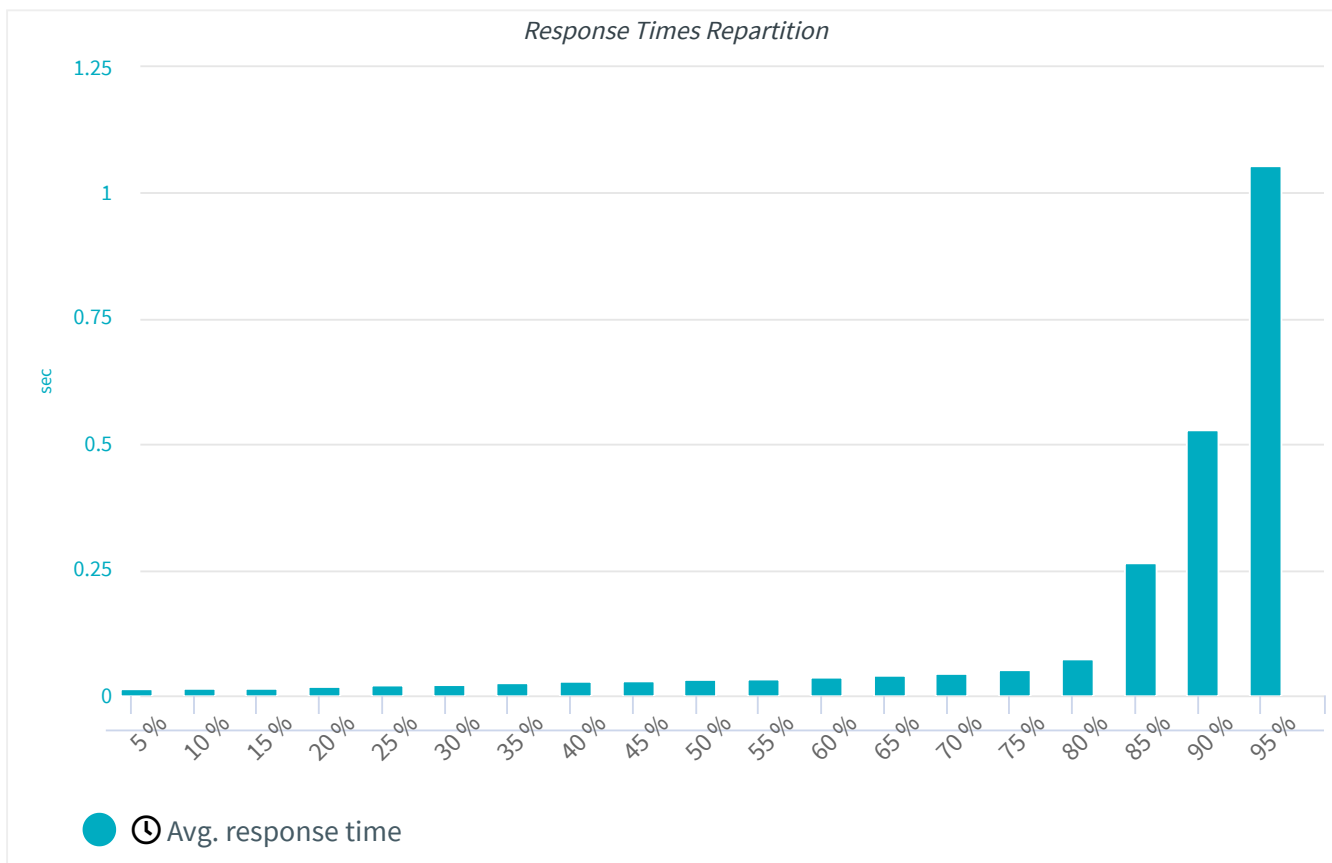
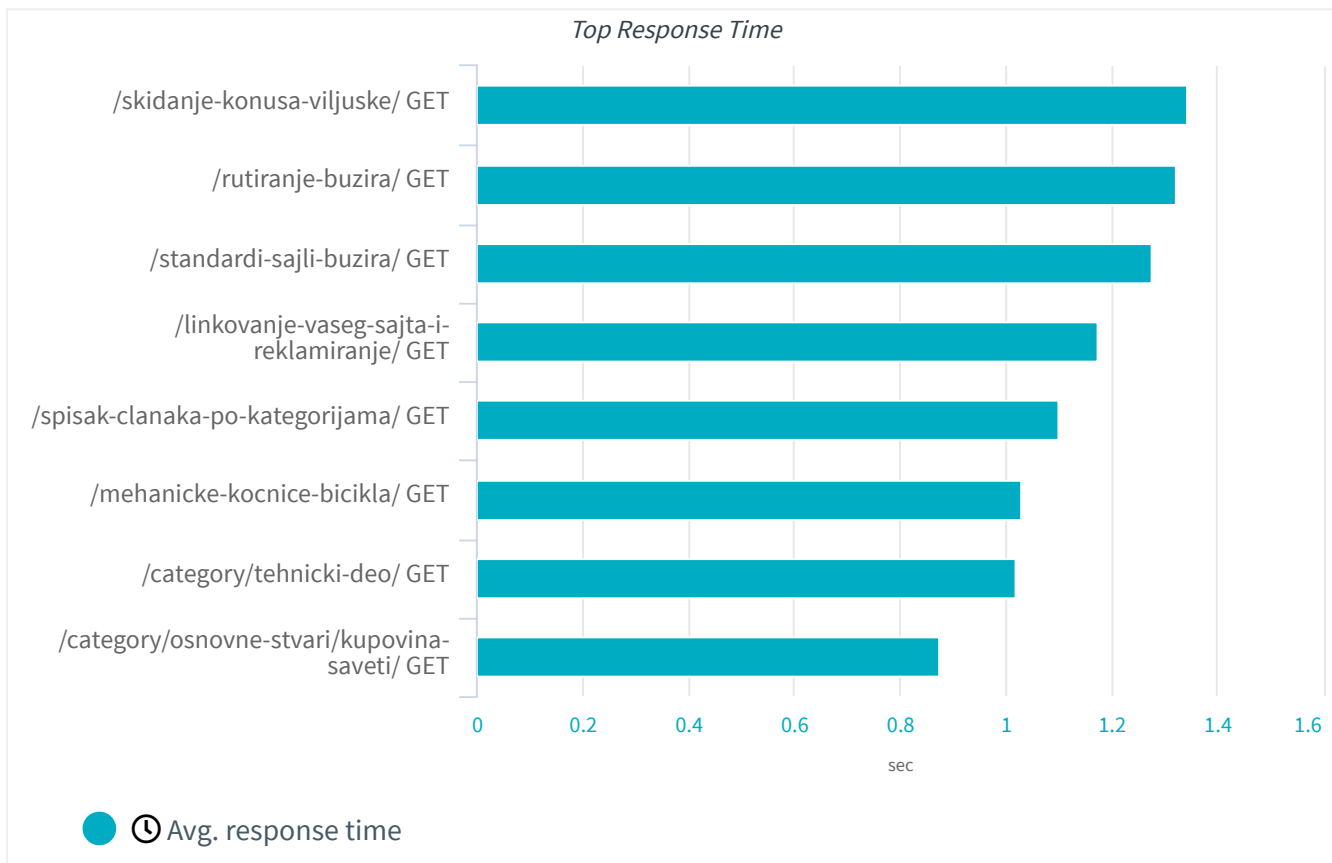
<i>Threshold alarms</i>				
Time ▲	Duration	Connection	Counter	Threshold
2020-03-06, 09:28:45	5s	Load Generator (darius_...	Load Generator (darius_s...	⚠ 80 ≤ counter during 3...

Total Items: 1

# 3. Result breakdown

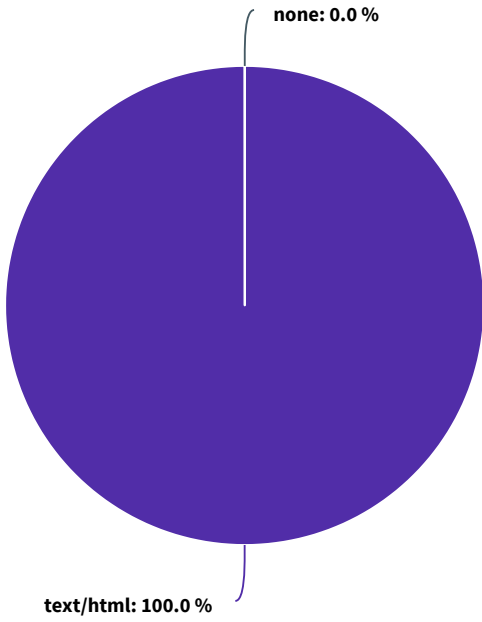
## 3.1. Response time and percentiles



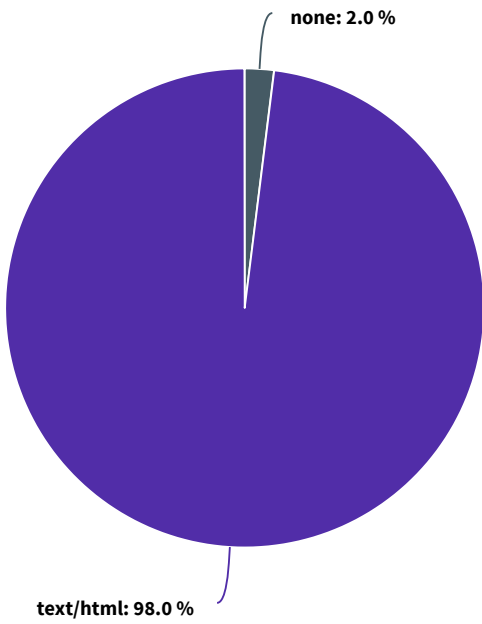


## 3.2. Throughput

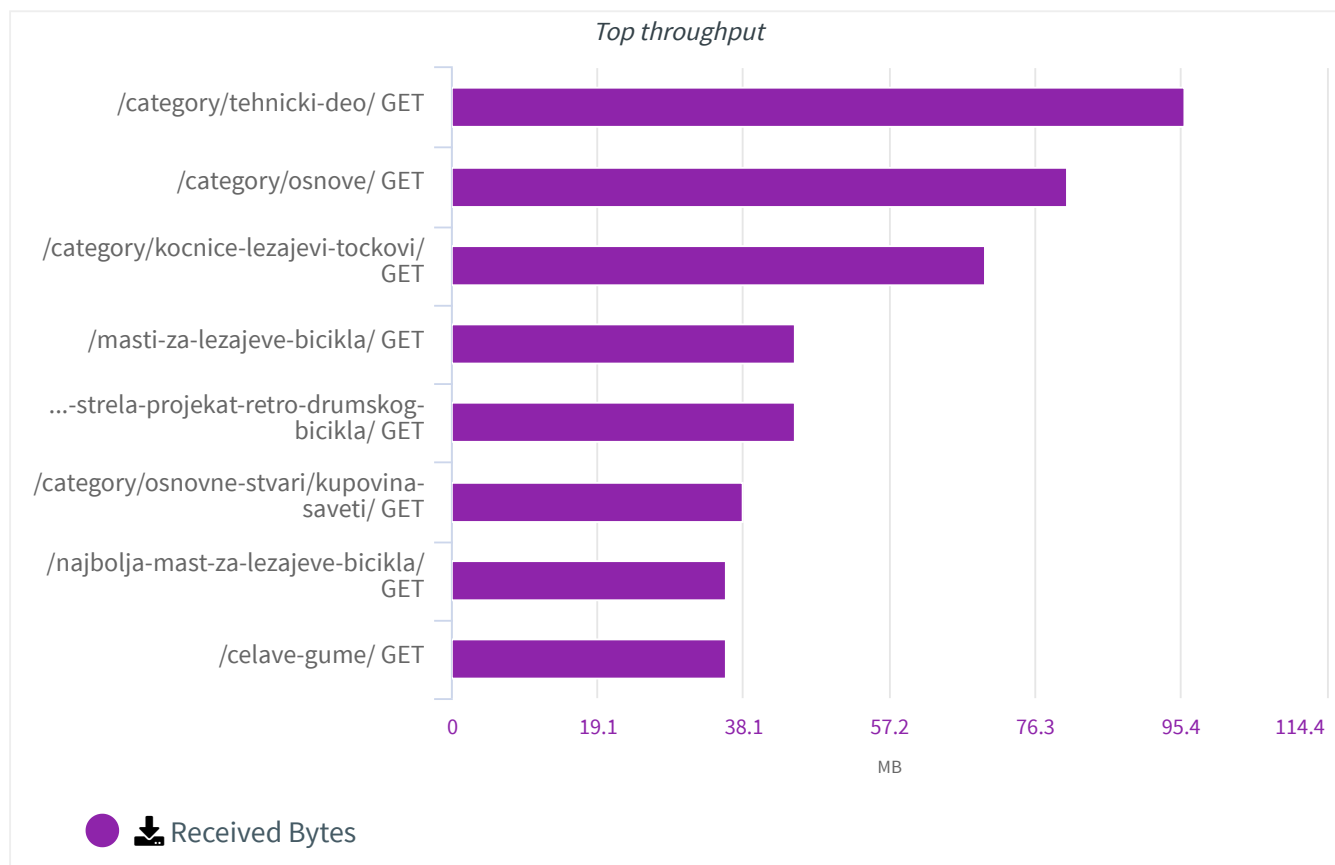
### Media types throughput



### Media types count

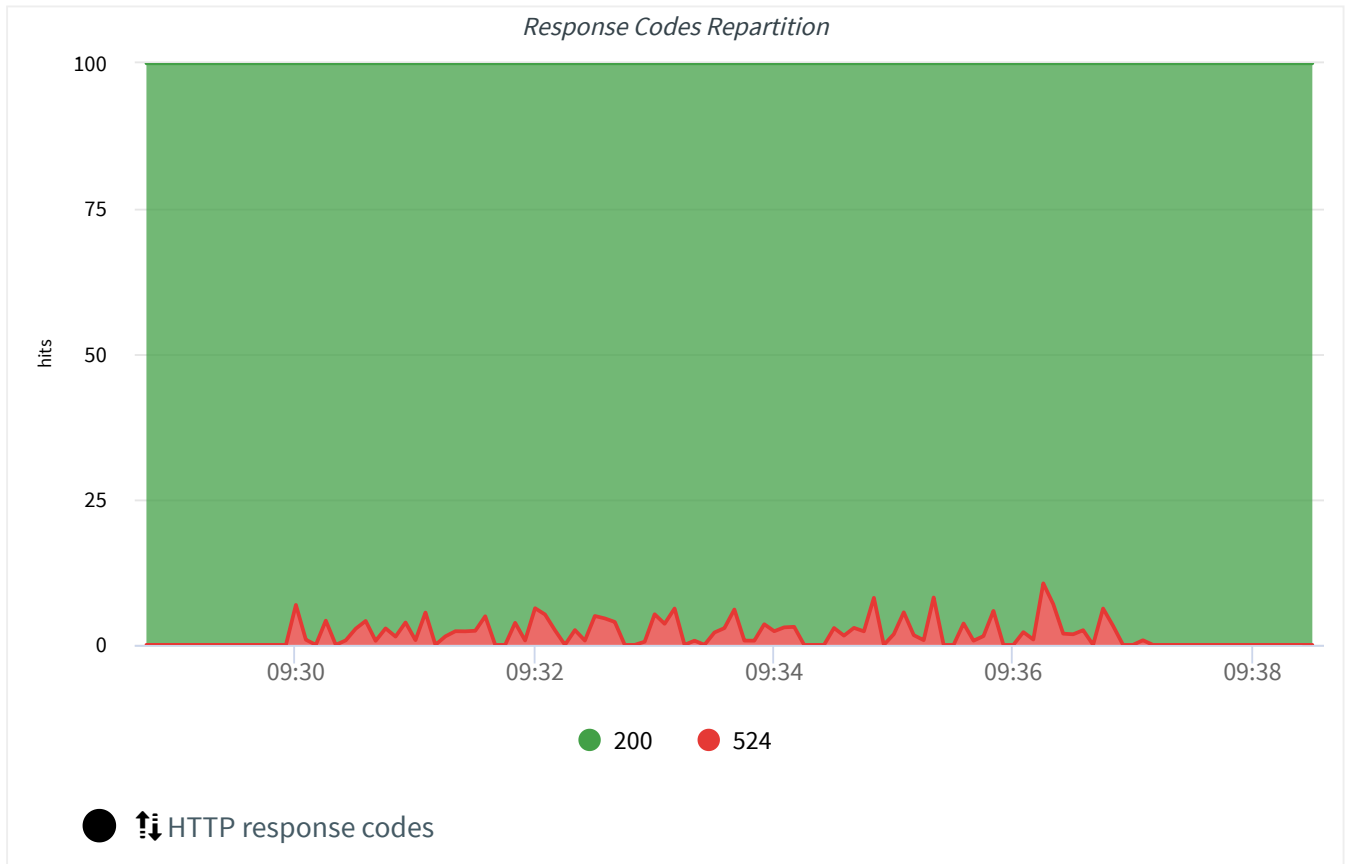


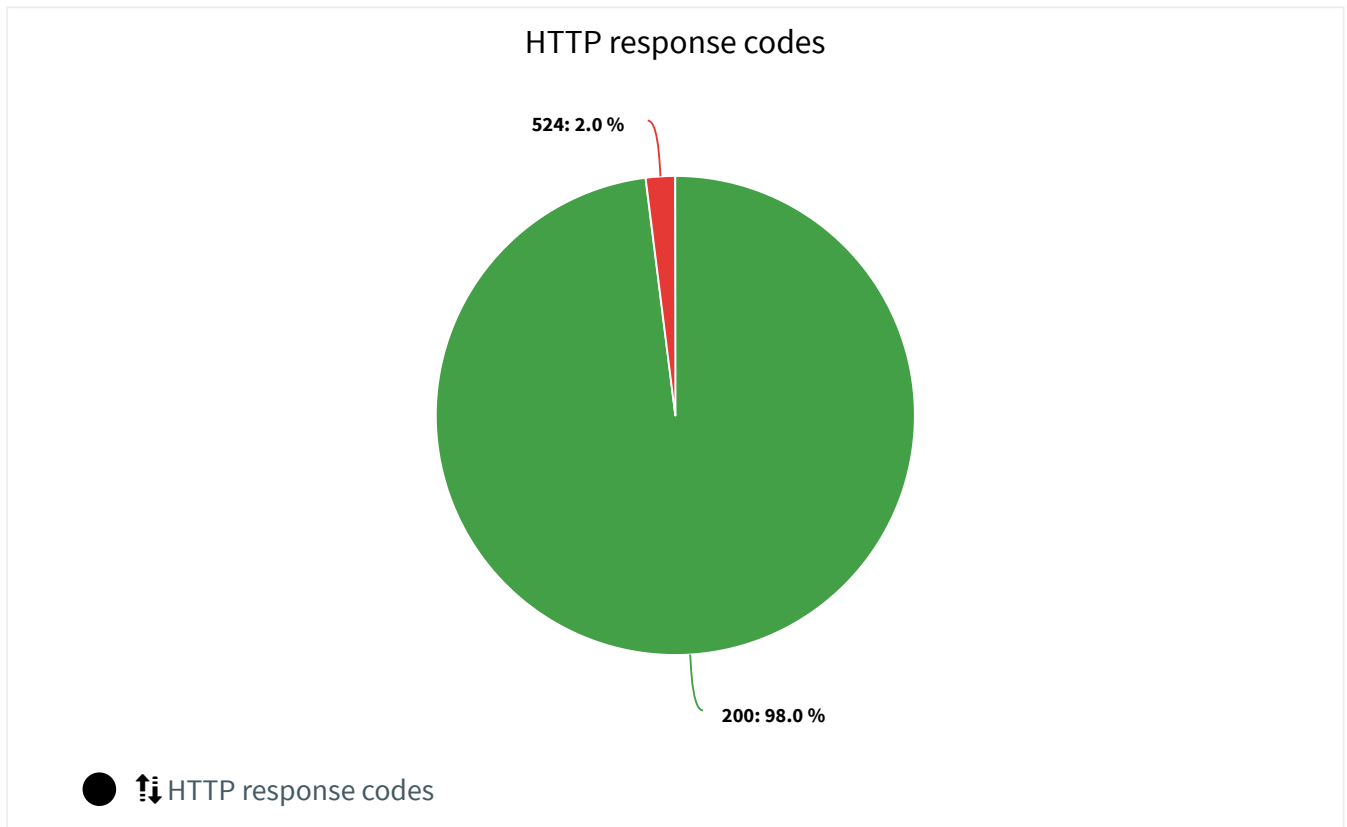
- 📄 Media types throughput
- 📄 Media types count



# 4. Response Codes Repartition

HTTP Response Code repartition.





Errors		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-03-06, 09:30:01	📉 /	HTTP Status code: 524 Timeout
2020-03-06, 09:30:02	📉 /	HTTP Status code: 524 Timeout
2020-03-06, 09:30:02	📉 /kratak-pregled-standarda-patrona-bez-navoja-press-fit/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:04	📉 /bela-strela-projekat-retro-drumskog-bicikla/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:04	📉 /category/tehnicki-deo/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:04	📉 /kompletna-arhiva-clanaka/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:04	📉 /linkovanje-vaseg-sajta-i-reklamiranje/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:05	📉 /skripanje-krckanje/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:05	📉 /spisak-clanaka-po-kategorijama/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:09	📉 /on-line-kupovina/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:16	📉 /geometrija-rama-bicikla/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	📉 /bela-strela-projekat-retro-drumskog-bicikla/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	📉 /rutiranje-buzira/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	📉 /capriolo-sunrise-dugorocni-test-prvih-100km/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:19	📉 /biciklisticki-recnik/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:27	📉 /najbolja-mast-za-lezajeve-bicikla/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:33	📉 /biciklisticki-recnik/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:35	📉 /najbolja-mast-za-lezajeve-bicikla/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:35	📉 /prednosti-i-mane-suspenzije-amortizera-na-biciklima/	HTTP Status code: 524 Timeout
2020-03-06, 09:30:35	📉 /skidanje-konusa-viljuske/	HTTP Status code: 524 Timeout
Total Items: 136		



# 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.