

My Company

Test 2 runtime permalink change

2020-03-06, 10:33:23

Result: Test 2 runtime permalink change - 10 VUs - 2020-03-06 09:33 UTC

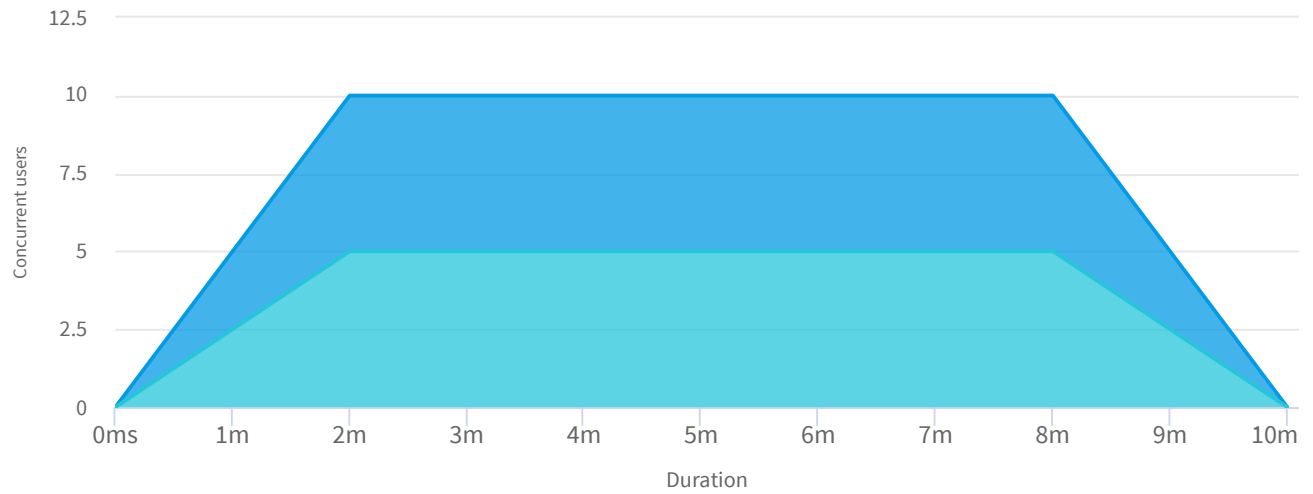
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1. Test Summary

Test Summary

The user load was distributed as defined in the scenario: Test 2 runtime permalink change. The test started at 2020-03-06, 10:33:57 and lasted for 10m.



- WINDOWS 10 🌐 test2.bikegremlin.com - scenario a permalinks change in region 🌐 EU West (London) during 10m with 5 users
- IPHONE 10 🍏 test2.bikegremlin.com - scenario a permalinks change in region 🌐 EU West (London) during 10m with 5 users

Statistics summary



Hits count

1305 hits



Errors count

6 errors



% Errors

0.46 %



Avg. response time

2.595 sec



Latency standard deviation

10.57 sec



Received Bytes rate

228.3 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 (%)	
-	<input type="text"/>					
+	🔍 WINDOWS 10 - te...					
+	📄 /	21.718	142.589	18	5.56	
+	📄 /category/teh...	17.106	76.494	18	5.56	
+	📄 /skidanje-kon...	0.473	1.135	18	0	
+	📄 /on-line-kupo...	0.97	2.212	18	0	
+	📄 /category/osn...	0.921	3.242	18	0	
+	📄 /koji-tip-bicikl...	2.226	0.779	18	0	
+	📄 /vrste-bicikala/	5.582	1.205	18	5.56	
+	📄 /category/koc...	5.431	4.244	18	0	
+	📄 /mehanicke-k...	4.224	6.172	18	0	
+	📄 /standardi-saj...	3.309	1.787	18	0	
+	📄 /rutiranje-buzi...	0.335	1.022	17	0	
+	📄 /spisak-clanak...	1.407	3.162	16	0	
+	📄 /o-autoru/	8.694	3.02	16	0	
+	📄 /linkovanje-va...	0.891	2.157	16	0	
+	📄 /kompletna-a...	0.746	1.444	16	0	
+	📄 /najbolja-mas...	1.199	4.031	16	0	
+	📄 /biciklisticki-r...	0.835	3.022	16	0	
+	📄 /podesavanje-...	0.505	1.107	16	0	
+	📄 /zimske-gume...	2.184	5.285	15	0	
+	📄 /podesavanje-...	0.707	2.083	15	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 (%)
📄 /	16.027	4.136	39	5.13
📄 /skidanje-konusa-vil...	10.196	3.106	39	2.56
📄 /category/tehnicki-d...	9.307	7.277	39	2.56
📄 /skidanje-zadnjih-zu...	6.962	3.63	32	3.13
📄 /zimske-gume-za-bi...	5.911	10.747	34	0
📄 /o-atoru/	4.229	2.109	37	0
📄 /on-line-kupovina/	3.45	2.226	39	0
📄 /biciklisticki-recnik/	3.27	2.155	37	0
📄 /vrste-bicikala/	2.991	1.222	39	2.56
📄 /category/kocnice-le...	2.87	1.848	39	0
📄 /mehanicke-kocnice...	2.349	3.744	39	0
📄 /standardi-sajli-buzi...	2.126	1.16	39	0
📄 /geometrija-rama-bi...	1.838	3.376	33	0
📄 /category/kocnice-le...	1.527	3.149	29	0
📄 /masti-za-lezajeve-b...	1.44	2.636	30	0
📄 /koji-tip-bicikla-odg...	1.427	1.218	39	0
📄 /celave-gume/	1.241	4.117	33	0
📄 /prednosti-i-mane-s...	1.215	1.252	29	0
📄 /najbolja-mast-za-le...	1.167	2.093	37	0

Total Items: 38

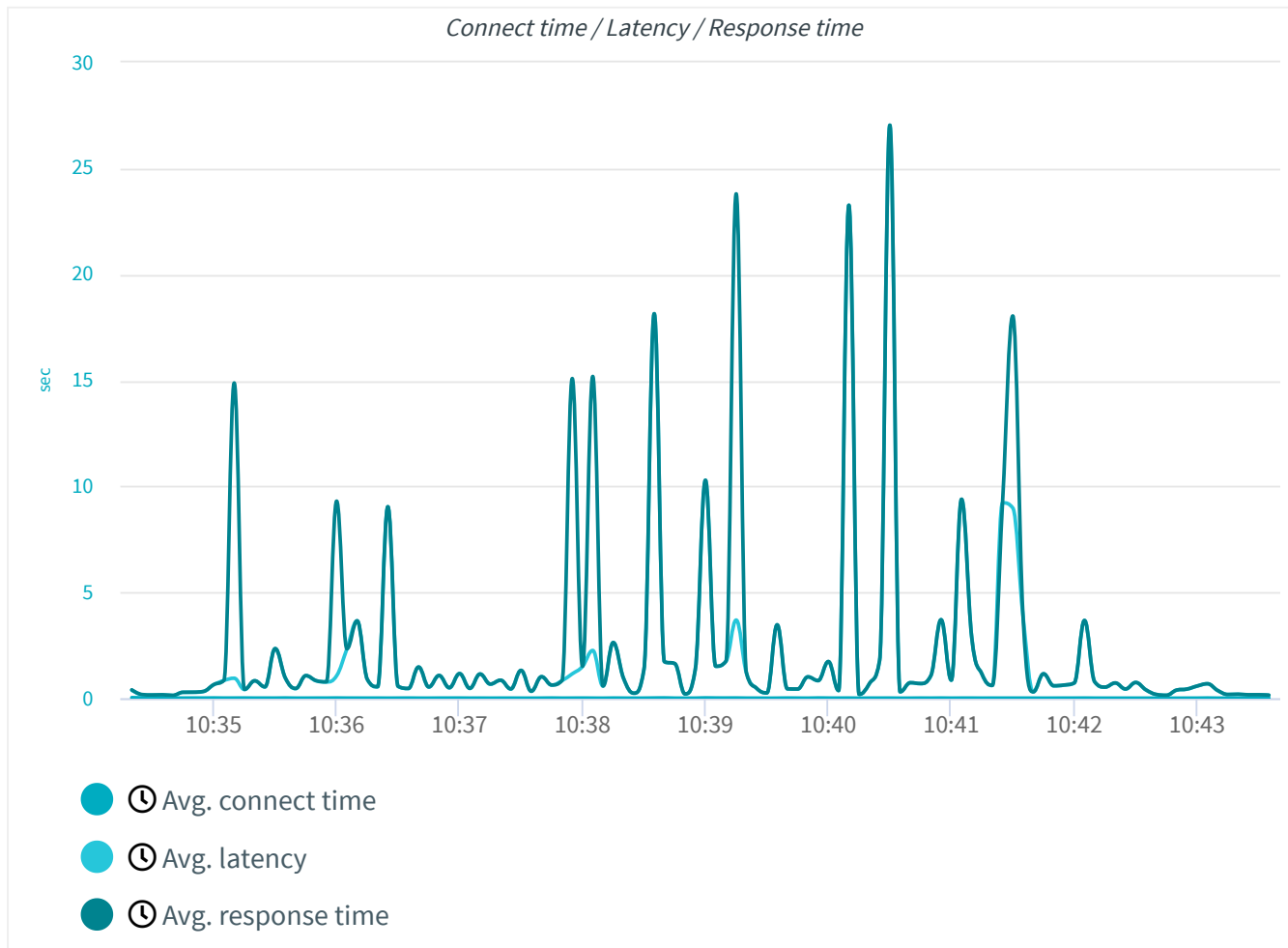
- 🕒 Avg. response time
- 🕒 Response time percentile 90
- 👤 Hits count
- 🔴 %% Errors

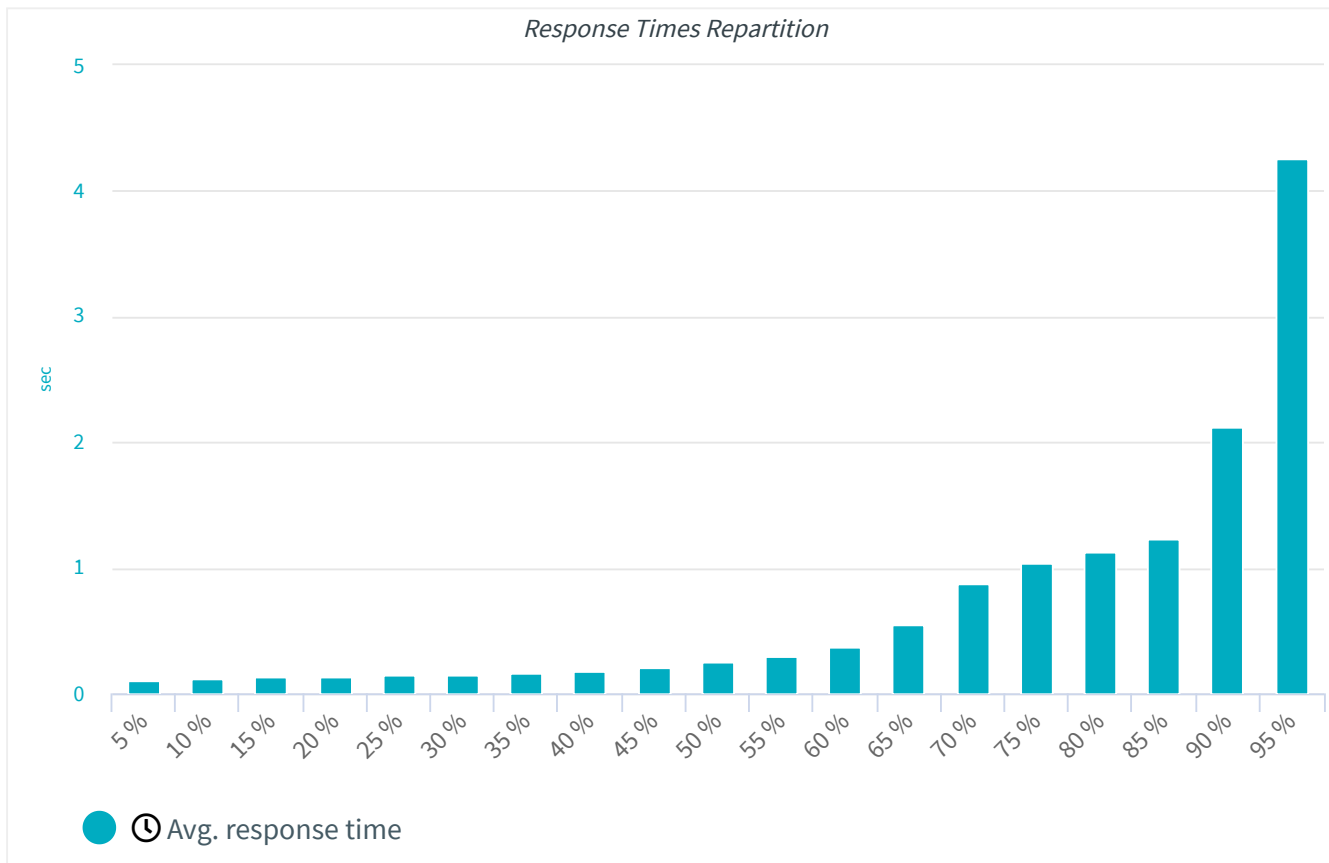
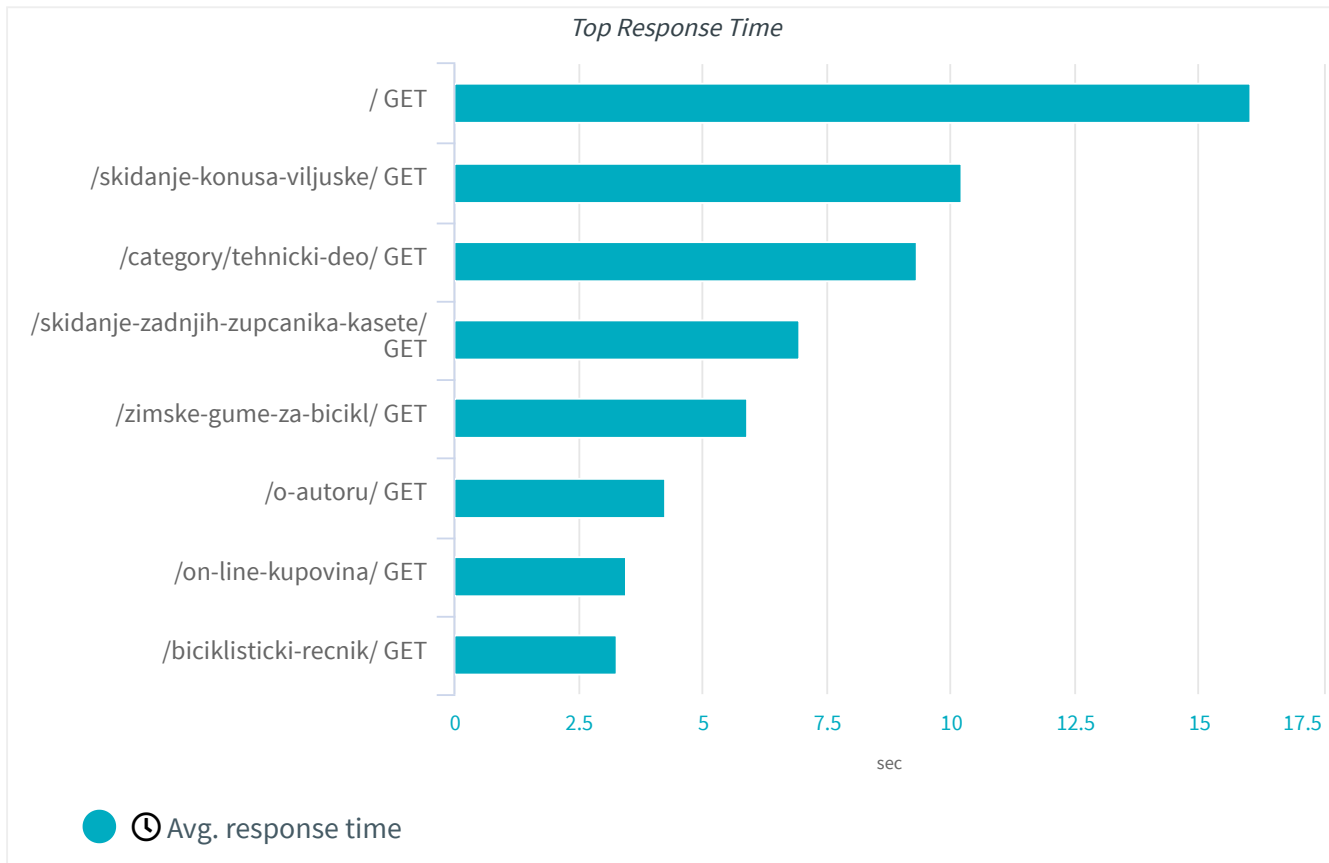
<i>Threshold alarms</i>				
Time ▲	Duration	Connection	Counter	Threshold
2020-03-06, 10:34:05	0ms	Load Generator (eugene...	Load Generator (eugene_...	⚠ 80 ≤ counter during 3...

Total Items: 1

3. Result breakdown

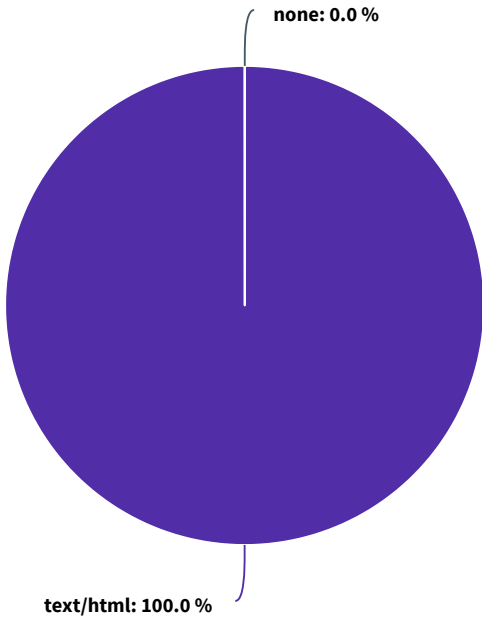
3.1. Response time and percentiles



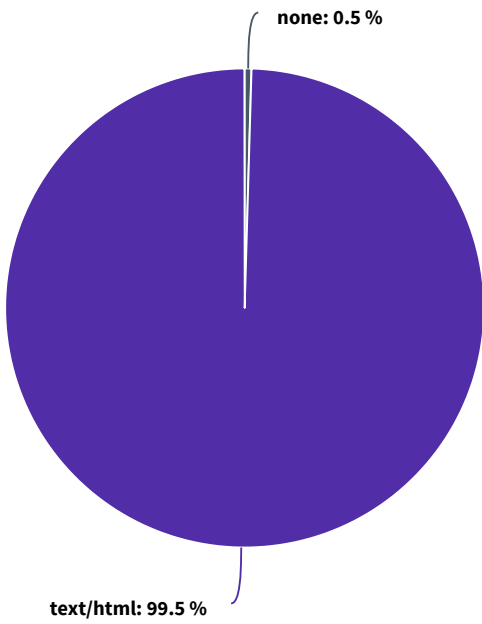


3.2. Throughput

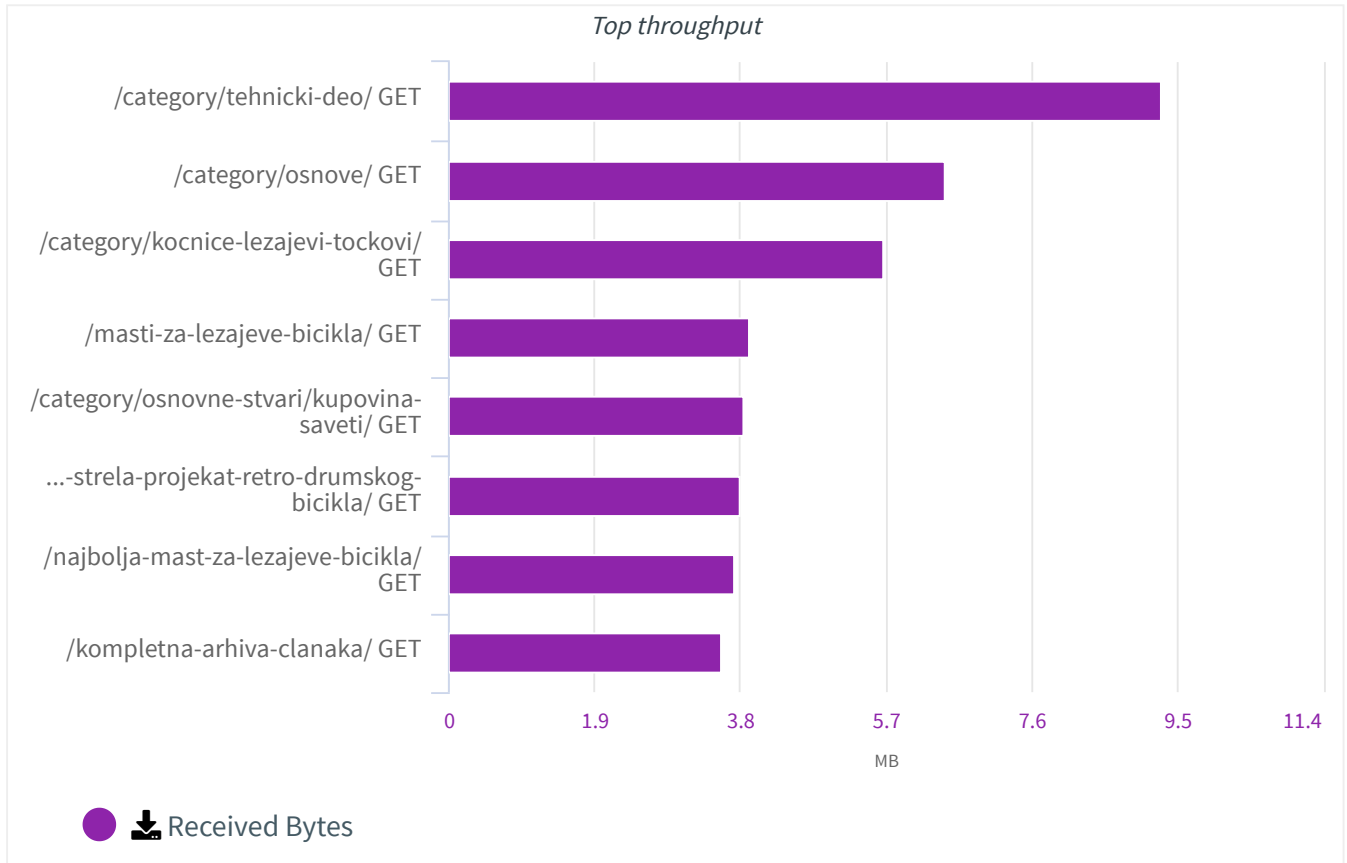
Media types throughput



Media types count

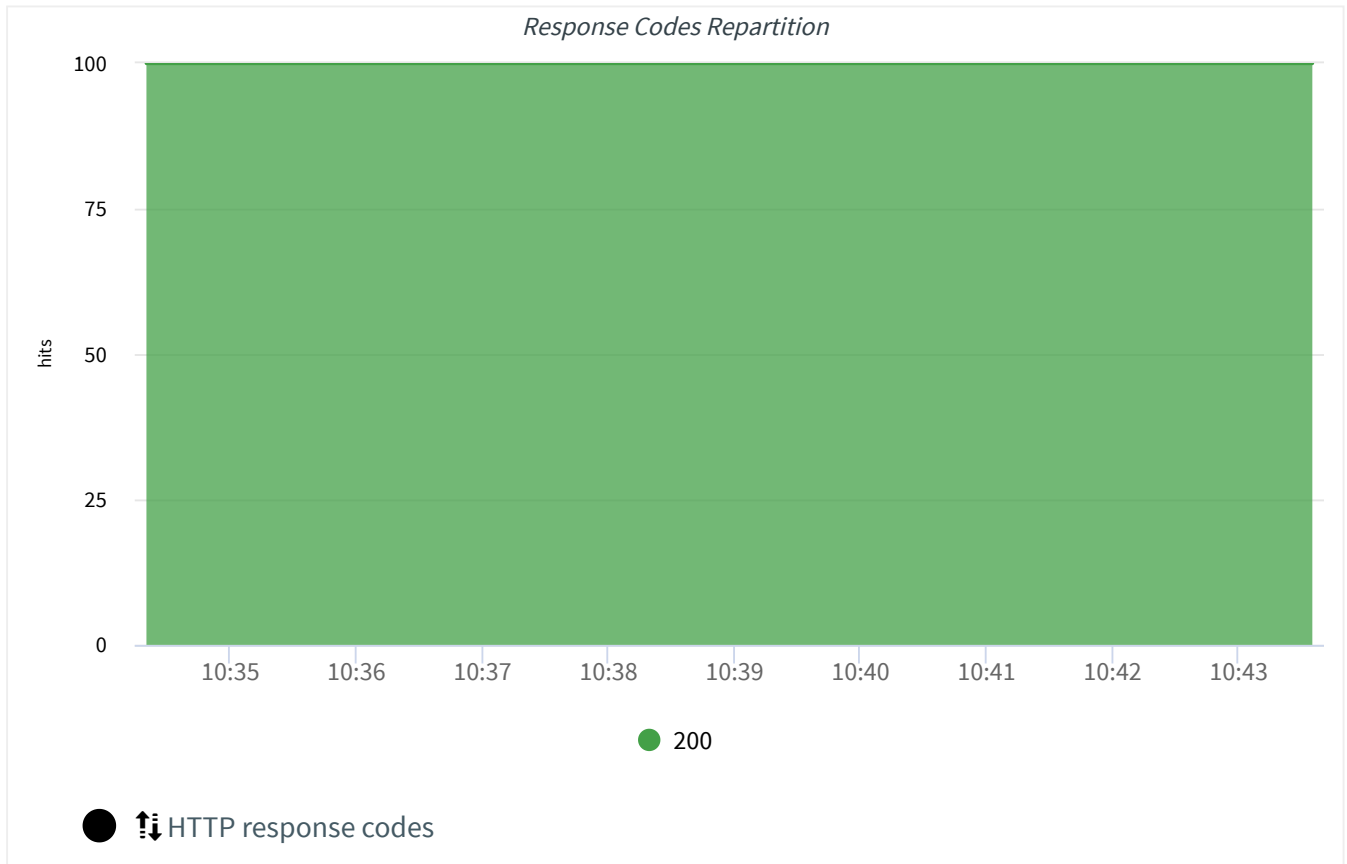


- 📄 Media types throughput
- ⇕ Media types count

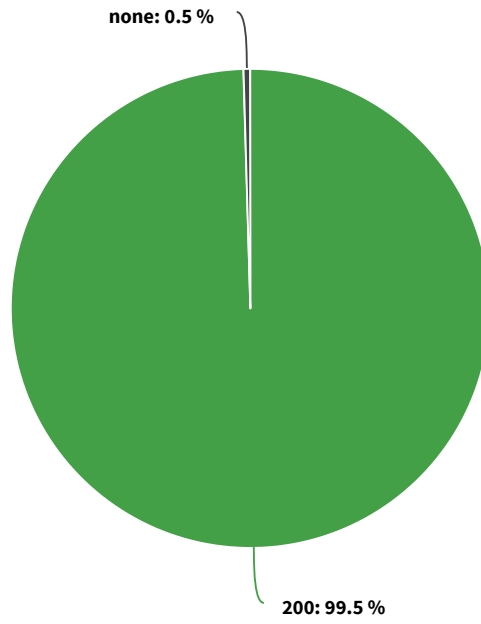


4. Response Codes Repartition

HTTP Response Code repartition.



HTTP response codes



● HTTP response codes

Errors		
Time ▲	Action	Error
	<input type="text"/>	<input type="text"/>
2020-03-06, 10:35:14	📉 /category/tehnicki-deo/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:36:00	📉 /	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:37:56	📉 /	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:38:07	📉 /skidanje-konusa-viljuske/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:38:29	📉 /vrste-bicikala/	HTTP Status code: Non HTTP response code: ...
2020-03-06, 10:39:18	📉 /skidanje-zadnjih-zupcanika-kasete/	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.