# Load Test Report

#### Date: 7/14/2016

### Test from : virginia

Query URL: http://www.2016goiww.reviewsignal.com/

**Started at:** Thu Jul 14 2016, 07:16:55 -04:00

Finished at: Thu Jul 14 2016, 07:17:55 -04:00

Test link: https://www.blitz.io/to#/play

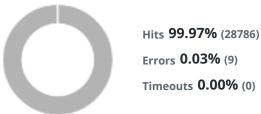
## Analysis

This rush generated **28,786** successful hits in **60 seconds** and we transferred **413.52 MB** of data in and out of your app. The average hit rate of **480/second** translates to about **41,451,840** hits/day.

The average response time was 23 ms.

You've got bigger problems, though: **0.03%** of the users during this **rush** experienced timeouts or errors!

Response Times	Test Configuration	Other Stats	
Fastest: <b>21</b> ms	Region: <b>virginia</b>	Avg. Hits: 480 /sec	
Slowest: <b>24</b> ms	Duration: <b>60</b> seconds	Transfered: 4.15MB	
Average: 23 ms	Load: <b>1-1000</b> users	Received: 409.37MB	



Hits

This rush generated **28,786** successful hits. The number of hits includes all the responses listed below. For example, if you only want **HTTP 200 OK** responses to count as Hits, then you can specify **--status 200** in your rush.

Code	Туре	Description	Amount	HITS <b>НТР 200 ОК 100% (28786)</b>
200	HTTP	ОК	28786	

### Errors

The first error happened at **52.5 seconds** into the test when the number of concurrent users was at **875**. Errors are usually caused by resource exhaustion issues, like running out of file descriptors or the connection pool size being too small (for SQL databases).

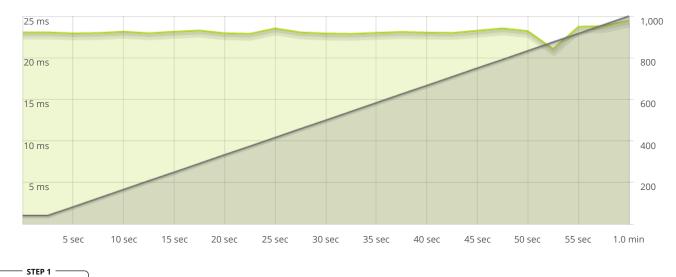
Code	Туре	Description	Amount
17	TCP	Connection reset	8
23	TCP	Connection timeout	1



Connection reset 89% (8)

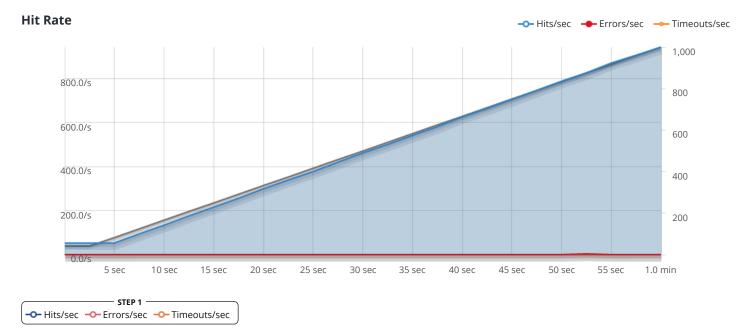
Connection timeo... 11% (1)

## **Response Times**



-O-Response Times

The max response time was: 24 ms @ 1000 users



The max hit rate was: 942 hits per second

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