# **PERFORMANCE**

**TESTING** 

## PERFORMANCE TESTING - MEANING

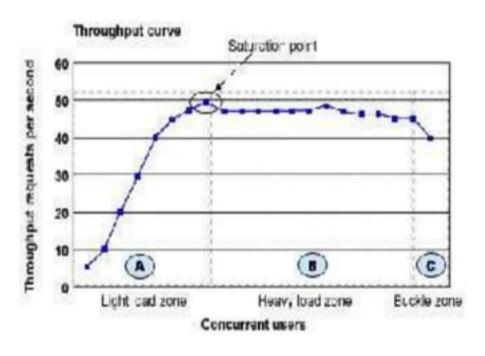
<u>Performance testing</u> is the process of determining the speed or effectiveness of a computer, network, software program or device.

Performance testing is the process by which software is tested to determine the current system performance.

Before going into the details, we should understand the factors that governs Performance testing:

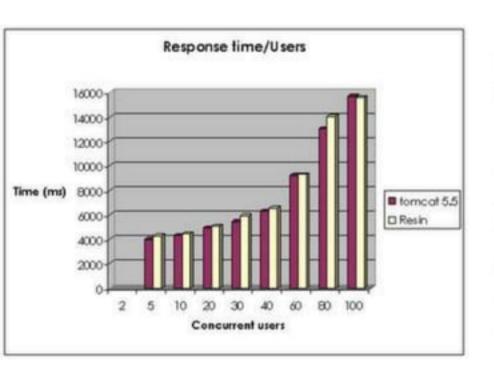
- √Throughput
- √Response Time
- √Tuning
- √Benchmarking

# THROUGH PUT



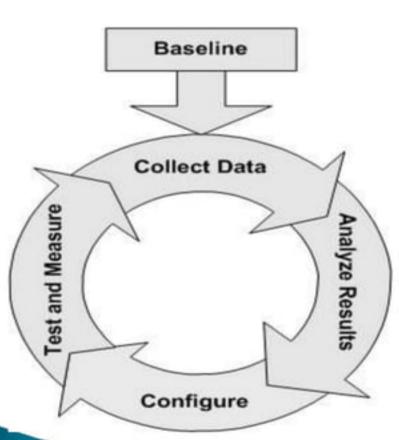
- Capability of a product to handle multiple transactions in a given period.
- Throughput represents the number of requests/business transactions processed by the product in a specified time duration.

# **RESPONSE TIME**



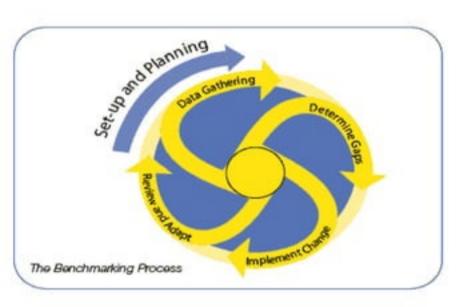
- It is equally important to find out how much time each of the transactions took to complete.
- Response time is defined as the delay between the point of request and the first response from the product.
- The response time increases proportionally to the user load.

# **TUNING**



Tuning is an iterative process that we use to identify and eliminate bottlenecks until your application meets its performance objectives. We establish a baseline and then collect data, analyze the results, identify bottlenecks, make configuration changes, and measure again.

## BENCHMARKING



A very well-improved performance of a product makes no business sense if that performance does not match up to the competitive products.

A careful analysis is needed to chalk out the list of transactions to be compared across products so that an apple-apple comparison becomes possible

# Purpose Of Performance Testing

The purpose of performance testing is to verify the system is able to meet the performance requirements including number of transaction, online and batch processing and capacity. The emphasis is on verifying satisfaction of performance requirements and to ensure the system can handle stress and "worst case" scenarios.

# **Types Of Performance Testing**

- 1 LOAD TESTING
- 2 STRESS TESTING
- 3 VOLUME TESTING
- 4 SECURITY TESTING
- 5 RECOVERY TESTING

#### LOAD TESTING

To test the performance and behavior at peak load (or speed or configuration) ex. 100 users is the limit and testing the system by applying 100 user is called as Load Testing.

### STRESS TESTING

It tests stress limits of a system (maximum number of users, peak demands, etc) ex. beyond 100 users and towards the system crash is called as Stress testing.

#### VOLUME TESTING

Volume testing means testing the application for large volume for data is called volume testing. This is mainly conducted to check the memory leaks and capacity of the server handling huge volume of data.

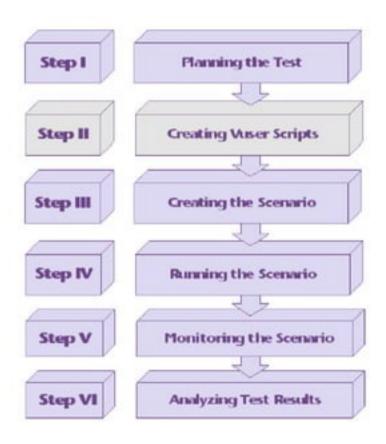
#### SECURITY TESTING

Security testing is a process to determine that an information system protects data and maintains functionality as intended.

## **RECOVERY TESTING**

Testing how well a system recovers from crashes, hardware failures. It tests system's response to presence of errors or loss of data.

# **Performance Testing Process**



#### 1.Planning

- Determine the performance testing objectives
- Describe the application to test using a application model
  - 1. Describe the Hardware environment
  - Create a Benchmark (Agenda) to be recorded in Phase 2.
    - A. Define what tasks each user will perform
    - B. Define (or estimate) the percentage of users per task.

# 3.Modify

## RECORD

RECORD the defined testing activities that will be used as a foundation for your load test scripts.

One activity per task or multiple activities depending on user task definition

#### MODIFY

- MODIFY load test scripts defined by recorder to reflect more realistic Load test simulations.
- Defining the project, users
- Randomize parameters (Data, times, environment)
- Randomize user activities that occur during the load test

## 4. Execute

Virtual Users (VUs):

Test Goals

Max Response

Start: 5 Time <= 20 Sec

Incremented by: 5

Maximum: 200

Think Time: 5 sec

Test Script:

One typical user from login through completion.

- Monitoring the scenario: We monitor scenario execution using the various online runtime monitors.
- Analysing test results: During scenario execution, the tool records the performance of the application under different loads. We use the graphs and reports to analyse the application's performance.

# THANX