



PROJECT REPORT
COMPARISON OF REDIS AND RABBITMQ
PERFORMANCE ON E-TICKETING SYSTEM

SAMUEL BUDIONO
17.K1.0023

Faculty of Computer Science
Soegijapranata Catholic University
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HALAMAN PENGESAHAN



Judul Tugas Akhir: : Comparison of Redis and RabbitMQ Performance on E-Ticketing System
Diajukan oleh : Samuel Budiono
NIM : 17.K1.0023
Tanggal disetujui : 15 Juli 2021
Telah setuju oleh
Pembimbing : Rosita Herawati S.T., M.I.T.
Penguji 1 : R. Setiawan Aji Nugroho S.T., MCompIT., Ph.D
Penguji 2 : Hironimus Leong S.Kom., M.Kom.
Penguji 3 : Rosita Herawati S.T., M.I.T.
Penguji 4 : Yonathan Purbo Santosa S.Kom., M.Sc
Penguji 5 : Yulianto Tejo Putranto S.T., M.T.
Penguji 6 : Y.b. Dwi Setianto
Ketua Program Studi : Rosita Herawati S.T., M.I.T.
Dekan : R. Setiawan Aji Nugroho S.T., MCompIT., Ph.D

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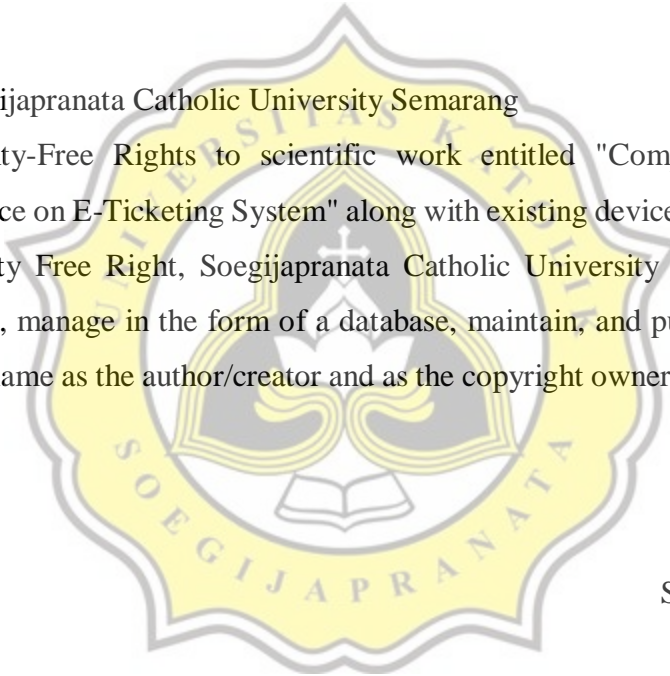
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ID : 17.K1.0023

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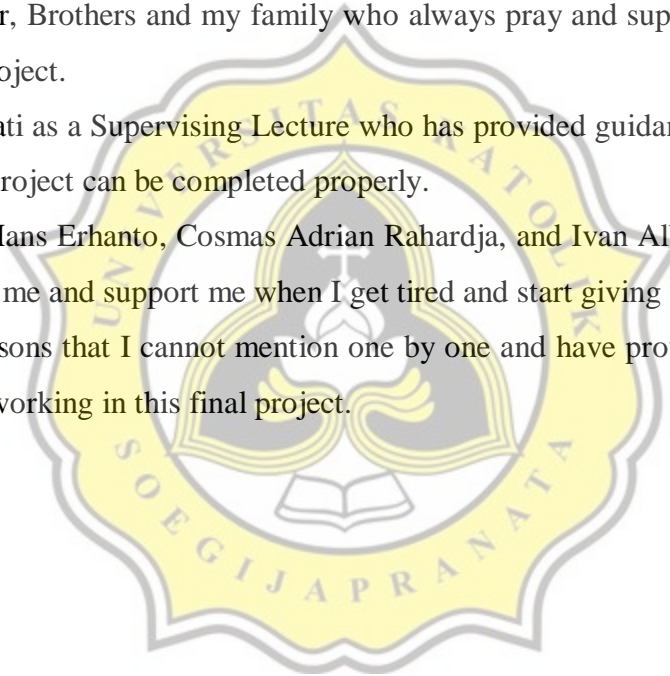
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Semarang, July 15 2021

Sincerely

A handwritten signature in black ink, consisting of stylized letters that appear to be 'S', 'B', and 'D'.

SAMUEL BUDIONO

ABSTRACT

In the current digital era, server service providers can be found everywhere. Prices and specifications on server services will be different from computer specifications in general. Users must think about how to use server services to function as efficiently as. Users can share system performance so that CPU, Memory and Harddisk can work equally and reduce things that make the system one-sided in one of the system resources.

One way to do that is to use a message broker. A message broker can reduce hard disk performance because the message broker can store data in memory (IMDB). However, the use of message brokers will have an impact on CPU and memory usage. This performance will be a consideration for which message broker is more suitable for the system's needs. In this study, the author compares the memory and CPU resources used in the message broker Redis and RabbitMQ on the E-Ticketing System. The method will implement a message broker from Redis and RabbitMQ. Data will be sent over a certain period, and the amount of data sent will vary.

The final result in this study is a comparison of latency, CPU usage and memory on Redis and RabbitMQ. This study also compares the speed between systems that use a message broker and systems that do not. By knowing the use of CPU resources, memory and latency, it is hoped that users will be able to choose the message broker method that is suitable for the use.

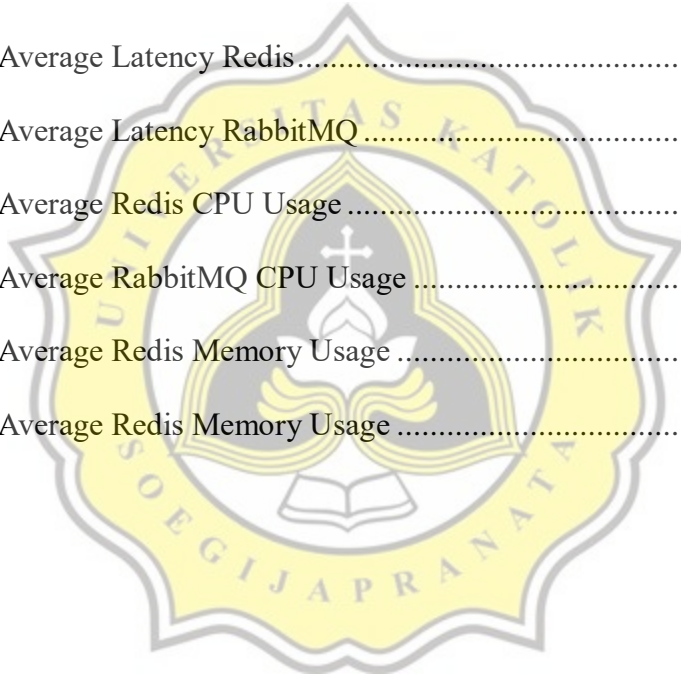
Keyword: Message Broker, Redis, RabbitMQ, Go Language

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