

CodeArts PerfTest

Billing

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1 Overview

In this document, you will learn about how CodeArts PerfTest (CodeArtsPerfTest) is billed, how you can manage costs, and what happens if your account goes into arrears.

- **Billing modes**

CodeArtsPerfTest provides the pay-per-use billing mode. Pay-per-use is a postpaid mode. You can start using the CodeArtsPerfTest pressure tests first and then pay as you go for the VUMs consumed in pressure tests. Therefore, you need to ensure that your account balance is sufficient. For details, see [Overview](#).

 **NOTE**

Virtual user minute (VUM) indicates the number of resources consumed by a task. The calculation formula is $VUM = VU \times M$, in which VU indicates the number of concurrent virtual users and M indicates the pressure test duration, in minutes.

- **Billing items**

CodeArtsPerfTest provides the pay-per-use billing mode. For details of the billing items, see [Billing Items](#).

In the pay-per-use billing mode, after enabling CodeArtsPerfTest, you can directly use CodeArtsPerfTest as long as your account is not in arrears. The system charges you based on the VUMs consumed by CodeArtsPerfTest pressure tests.

- **Viewing bills**

You can choose **Billing Center** > **Billing** to check the CodeArtsPerfTest transactions and bills. For details, see [Bills](#).

- **Arrears**

If there is not a sufficient account balance to pay for your bill and there is no other payment method configured, your account will go into arrears. CodeArtsPerfTest cannot be used after arrears. You need to top up your account in a timely manner. For details, see [About Arrears](#).

- **Stopping billing**

If you no longer need to use CodeArtsPerfTest, you can stop the test tasks to stop the billing. For details, see [Billing Termination](#).

- **Managing costs**

You can manage your costs from 4 dimensions: composition, allocation, analysis, and optimization. For details, see [Cost Management](#).

2 Billing Modes

2.1 Overview

CodeArtsPerfTest provides the pay-per-use billing mode.

Pay-per-use is a postpaid billing mode. You pay as you go and just pay for what you use. The pressure test usage is calculated by the second but billed every hour.

Table 2-1 Billing modes

Billing Mode	Pay-per-use.
Payment Method	Postpaid.
Billing Period	Calculated by the second but billed every hour.
Billing Items	Product unit price and pressure test duration.
Application Scenarios	Recommended when pressure tests do not need to run 24/7, or only for a short period of time. You can start or stop pressure tests at any time.

2.2 Pay-per-Use

Application Scenario

Pay-per-use is useful when pressure test tasks do not need to run 24/7, or only for a short period of time.

Billing Items

Table 2-2 Billing items of pay-per-use mode

Billing Item	Description
Unit price (USD/VUM)	VUM = VU (number of virtual concurrent users) x M (pressure test duration, in minutes)
Pressure test duration (minute)	Duration of a CodeArtsPerfTest pressure test, in minutes and accurate to seconds.

Pressure test fee = Unit price (USD/VUM) x Pressure test duration (minutes)

Billing Period

In pay-per-use mode, CodeArtsPerfTest resources are charged by the second and fees are settled on the hour (GMT+08:00). Once settlement is complete, a new billing cycle starts. A billing cycle starts from the time when a CodeArtsPerfTest pressure test starts running and ends at the time when the pressure test stops running.

For example, if you started a pressure test on Mar 10, 2023, 08:45:30 and stopped it at 09:30:00 on the same day, the billing cycle includes the following two parts:

- For the cycle from 8:00:00 to 9:00:00, fees were generated from 8:45:30 to 9:00:00. The billing duration in this period is 870 seconds.
- For the cycle from 9:00:00 to 10:00:00, fees were generated from 9:00:00 to 9:30:00. The billing duration in this period is 1,800 seconds.

Billing Example

Assume that you started a pressure test on Mar 10, 2023, 08:45:30 and stopped it at 09:30:00, and the unit price is \$0.0007 USD/VUM, the billing cycle includes the following two parts:

- For the cycle from 8:00:00 to 9:00:00, fees were generated from 8:45:30 to 9:00:00. The billing duration in this period is 870 seconds. Based on the formula in [Billing Items](#), the fees are: $0.0007 \times 870/60 = \$0.0102$ USD
- For the cycle from 9:00:00 to 10:00:00, fees were generated from 9:00:00 to 9:30:00. The billing duration in this period is 1,800 seconds. Based on the formula in [Billing Items](#), the fees are: $0.0007 \times 1800/60 = \0.021 USD

Arrears Impact

In pay-per-use mode, CodeArtsPerfTest resources are charged by the second and fees are settled on the hour (GMT+08:00). Once settlement is complete, a new billing cycle starts. The system will bill you for pay-per-use resources after each billing cycle ends.

If the settlement fails due to insufficient account balance at a certain settlement time point, your account will be in arrears. Huawei Cloud will notify you by email, SMS, or internal message.

CodeArtsPerfTest cannot be used after arrears. You need to pay the fees of your pay-per-use resources. To view the fees, go to the **Billing & Costs > Bills > Overview** page. Huawei Cloud will deduct the fees after you top up your account.

3 Billing Items

Description

CodeArtsPerfTest fees consist of two parts: the fees for using resources and the fees for using CodeArtsPerfTest .

- The fees for using resources include fees of compute resources such as Cloud Container Engine (CCE) and Elastic Cloud Server (ECS), network resources such as Elastic Load Balance (ELB) and Elastic IP (EIP), and storage resources such as Object Storage Service (OBS). These resources are billed by the corresponding cloud services. CodeArtsPerfTest does not charge you separately for these resources.
- The fees for using CodeArtsPerfTest are billed based on the VUMs consumed in pressure tests. For details, see [Product Pricing Details](#).

CodeArtsPerfTest provides the pay-per-use billing mode.

For details about billing items of pay-per-use mode, see [Table 3-1](#).

Table 3-1 Billing items of pay-per-use mode

Billing Item	Description	Billing Mode	Billing Formula
Unit price (USD/VUM)	Virtual user minute (VUM) indicates the number of resources consumed by a task. The calculation formula is $VUM = VU \times M$, in which VU indicates the number of concurrent virtual users and M indicates the pressure test duration, in minutes.	Pay-per-use.	Unit price x Pressure test duration

Billing Item	Description	Billing Mode	Billing Formula
Pressure test duration (minute)	Duration of a CodeArtsPerfTest pressure test, in minutes and accurate to seconds.		

Billing Example

Take the pay-per-use billing mode as an example. Assume that the unit price in the pay-per-use billing mode is \$0.0007 USD/VUM, and you started a test task on CodeArtsPerfTest at 15:50:04 on March 8, 2023 and stopped the task at 17:50:00 on March 10, 2023. The fee is calculated as follows:

$$[(24 \times 2 + 2) \times 3600 - 4] \div 60 \times 0.0007 = 2.100$$

The result is rounded to the nearest two decimal places. If the result is less than \$0.01 USD (after rounding off), \$0.01 USD will be displayed. Here, the fees are \$2.10 USD.

4 Bills

You can view CodeArtsPerfTest transactions and detailed bills on the **Bills & Costs > Bills > Billing** page.

Bill Reporting Period

The usage of pay-per-use resources is reported to the billing system at fixed intervals. Pay-per-use resources can be settled by hour, day, or month. CodeArtsPerfTest pressure tests are billed by the second and settled by the hour. For example, if you stop a test task at 08:30, the fees generated from 08:00 to 09:00 are usually deducted at about 10:00. On the **Billing & Costs > Bills > Billing > Expenditure Items** page, **Expenditure Time** for CodeArtsPerfTest tests whose **Billing Mode** is **Pay-per-Use** is the usage duration.

Viewing Transactions and Detailed Bills

Step 1 Log in to the CodeArtsPerfTest console.

Step 2 Choose **Billing & Costs > Bills > Billing**.

- On the **Expenditure Items** page, specify a billing cycle, and select **Service Type** and **CodeArts PerfTest** in the filter box to view the CodeArtsPerfTest transaction bills in the corresponding billing cycle.
- On the **Expenditure Details** page, specify a billing cycle, set display options and data period, and select **Service Type** and **CodeArts PerfTest** in the filter box to view all CodeArtsPerfTest expenditure details.

----End

5 About Arrears

If there is not a sufficient account balance to pay for your bill and there is no other payment method configured, your account will go into arrears. CodeArtsPerfTest cannot be used after arrears. You need to top up your account in a timely manner.

Arrears Reason

In pay-per-use mode, your account goes into arrears when the account balance is insufficient.

Arrears Impact

In pay-per-use mode, CodeArtsPerfTest resources are charged by the second and fees are settled on the hour (GMT+08:00). Once settlement is complete, a new billing cycle starts. The system will bill you for pay-per-use resources after each billing cycle ends.

If the settlement fails due to insufficient account balance at a certain settlement time point, your account will be in arrears. Huawei Cloud will notify you by email, SMS, or internal message.

CodeArtsPerfTest cannot be used after arrears. You need to pay the fees of your pay-per-use resources. To view the fees, go to the **Billing & Costs > Bills > Overview** page. Huawei Cloud will deduct the fees after you top up your account.

Avoiding and Handling Arrears

If your account is in arrears, top up the account in time. For details, see [Making Repayments](#).

If your account is in arrears, top up your account in time to ensure that the available credit is greater than 0.

6 Billing Termination

Pay-per-Use Billing

If you use CodeArts PerfTest in pay-per-use billing mode, charging of a test task will be stopped in the following scenarios:

- The task has been stopped.
- The task has been deleted.

7 Cost Management

The following describes how to manage costs in terms of cost composition, allocation, analysis, and optimization. Optimizing costs can help you maximize return on investment.

Cost Composition

CodeArtsPerfTest costs consist of two parts:

- VU: number of virtual concurrent users during a CodeArtsPerfTest pressure test
- Pressure test duration: duration of a pressure test, in minutes and accurate to seconds

The billing of CodeArtsPerfTest does not include the fees of compute resources such as CCE and ECS, network resources such as ELB and EIP, and storage resources such as OBS.

Cost Allocation

A good cost accountability system ensures that departments, business teams, and owners are accountable for their respective cloud costs. Allocate costs to different teams or projects so that organizations have a clear picture of their respective costs.

Huawei Cloud [Cost Center](#) provides multiple tools for cost collection and reallocation. Choose to allocate costs by:

- Linked account
The enterprise master account categorizes the costs of its member accounts to manage the accounting of these accounts. For details, see [Viewing Costs by Linked Account](#).
- Cost tag
Huawei Cloud assigns sorting tags such as purpose, owner, or environment, to your cloud resources. These are the four steps for managing costs by predefined tags.



For details, see [Viewing Costs by Cost Tag](#).

- Cost category

Cost Categories provided by **Cost Center** help you split shared costs. Shared costs include the costs for resources (compute network, storage, or resource packages) shared across departments, and costs that cannot be directly split by cost tag or enterprise project configured for the resources. These costs are not directly attributable to a singular owner, and hence cannot be categorized into a singular cost category. In this case, define cost splitting rules to fairly allocate these costs among teams or business units. For details, see [Viewing Costs By Cost Category](#).

Cost Analysis

To accurately control and optimize your costs, you need a clear understanding of what parts of your enterprise incurred different costs. **Cost Center** visualizes your original costs or amortized costs using various dimensions and display filters. Analyze the trends and drivers of your service usage and costs from a variety of perspectives and scopes.

Cost Anomaly Detection provided by **Cost Center** also detects unexpected expenses promptly for tracing, monitoring, and analysis. For details, see [Performing Cost Analysis to Explore Costs and Usage](#) and [Enabling Cost Anomaly Detection to Identify Anomalies](#).

Cost Optimization

The pay-per-use billing mode allows you to flexibly adjust resource usage. You neither need to prepare for resources in advance, nor end up with excessive or insufficient preset resources.

8 Billing FAQs

8.1 How Do I Purchase CodeArtsPerfTest?

Prerequisites

You have [registered a Huawei account and enabled Huawei Cloud services](#).

Funds Management

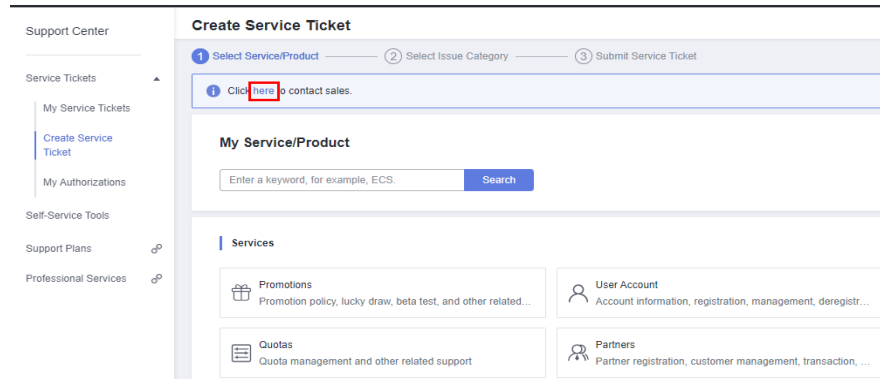
- Step 1** Log in to the CodeArtsPerfTest console.
 - Step 2** On the right of the top navigation menu, click **Billing** to access the **Billing Center** page.
 - Step 3** In the navigation pane, choose **Funds Management > Top Up**.
 - Step 4** Top up the account as prompted.
- End

8.2 How Do I Perform a Pressure Test with a Peak Concurrency Larger Than One Million?

To perform a pressure test with a peak concurrency larger than 1,000,000, you need to submit a service ticket.

- Step 1** Access [Support Center](#).
- Step 2** In the navigation pane on the left, choose **Service Tickets > Create Service Ticket**.
- Step 3** Click [here](#), enter the service ticket information, and click **Submit**.

Figure 8-1 Creating a service ticket



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