

The Grinder, a Java Load Testing Framework

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1 What is The Grinder?

The Grinder is a Java™ load testing framework that makes it easy to run a distributed test using many load injector machines. It is freely available under a BSD-style open-source [license](#) ([license.html](#)) .

The latest news, downloads, and mailing list archives can be found on [SourceForge.net](#) (<http://www.sourceforge.net/projects/grinder>) .

1.1 Key features

- **Generic Approach** Load test anything that has a Java API. This includes common cases such as HTTP web servers, SOAP and REST web services, and application servers (CORBA, RMI, JMS, EJBs), as well as custom protocols.
- **Flexible Scripting** Tests are written in the powerful [Jython](#) (<http://www.jython.org/>) scripting language.
- **Distributed Framework** A graphical console allows multiple load injectors to be monitored and controlled, and provides centralised script editing and distribution.
- **Mature HTTP Support** Automatic management of client connections and cookies. SSL. Proxy aware. Connection throttling. Sophisticated record and replay of the interaction between a browser and a web site.

See the longer [features list](#) (<g3/features.html>) for further details.

1.2 History

The Grinder was originally developed for the book *Professional Java 2 Enterprise Edition with BEA WebLogic Server* by Paco Gómez and Peter Zadrozny. Philip Aston took ownership of the code, reworked it to create The Grinder 2, and shortly after began work on The Grinder 3. The Grinder 3 provides [many new features](#) (<g3/whats-new.html>) , the most significant of which is Jython scripting. Philip continues to enhance and maintain The Grinder.

In 2003, Peter, Philip and Ted Osborne published the book [J2EE Performance Testing](#) ([links.html#book](#)) which makes extensive use of The Grinder 2.

2 Authors

Over the years, [many individuals](#) ([./mvn-site/team-list.html](http://www.grinder.org/mvn-site/team-list.html)) have contributed features, bug fixes, and translations to The Grinder.

3 Credits

I thank Paco Gómez and Peter Zadrozny for the key ideas embodied in the original version of The Grinder.

I am grateful to [SourceForge, Inc.](#) (<http://www.sourceforge.com/>) for The Grinder's home on the Internet.

I thank [Atlassian](#) (<http://www.atlassian.com/>) for the free [Clover](#) (<http://www.atlassian.com/clover>) and [FishEye](#) (<http://fisheye3.cenqua.com/browse/grinder/>) licenses, and to [Headway Software](#) (<http://www.headwaysoftware.com/>) for the free [Structure 101](#) (<http://www.headwaysoftware.com/products/structure101>) license.

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Philip Aston