



## Wikipedia Alpha v2.5.194-alpha-2017-05-30

182.5 %  
Max. App CPU

800.0 %  
Max. Device CPU

4463.0 MB  
Max. Device Memory

339.4 MB  
Max. App Memory

42 Avg. FPS

0 Crashes

⌚ Duration: 4 minutes  
▶ Start Date: Jan 02, 2025 22:52:40  
▣ End Date: Jan 02, 2025 22:56:40

⌚ Test Session: Wikipedia Performance Test  
⌚ Device: CPH2263 13

### Summary



● Pass ● Moderate ● Warning ● Skipped

- ⚠ Max. Animations 64.4 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Avg. Device CPU 558.0 % (Warning limit exceeded: > 500 %)
- ⚠ Max. Device CPU 800.0 % (Warning limit exceeded: > 700 %)
- ⚠ Avg. Device Memory 4291.9 MB (Warning limit exceeded: > 4000 MB)
- ⚠ Max. Input Events 45.5 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Janks 56.0 (Warning limit exceeded: > 50)
- ⚠ Max. Layout Measure Time 306.7 ms (Warning limit exceeded: > 16.67 ms)
- ⚠ Total Network Download 32.8 MB (Warning limit exceeded: > 31 MB)
- ⚠ Max. Device Memory 4463.0 MB (Moderate limit exceeded: > 4000 MB)
- ⚠ Avg. FPS 42 (Moderate limit exceeded: < 60)

#### Pass



Avg. App CPU: 39.1 %

Max. App CPU: 182.5 %

Avg. App Memory: 255.6 MB

Max. App Memory: 339.4 MB

App Size: 20.4 MB

Crashes: 0

Max. Draw Time: -0.1 ms

Avg. Energy Score: 200.3 pts

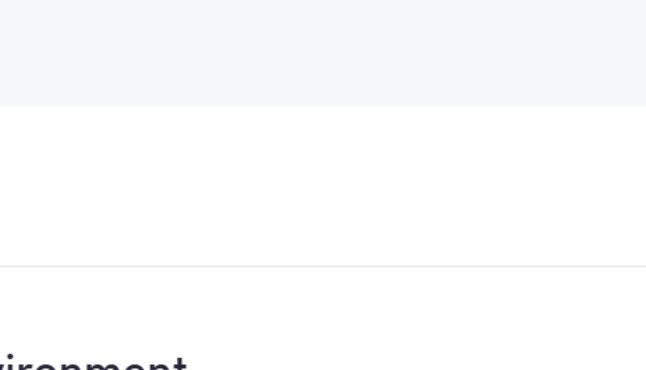
Max. SQLite Performed Query: 54.0 ms

Total Network Upload: 0.7 MB

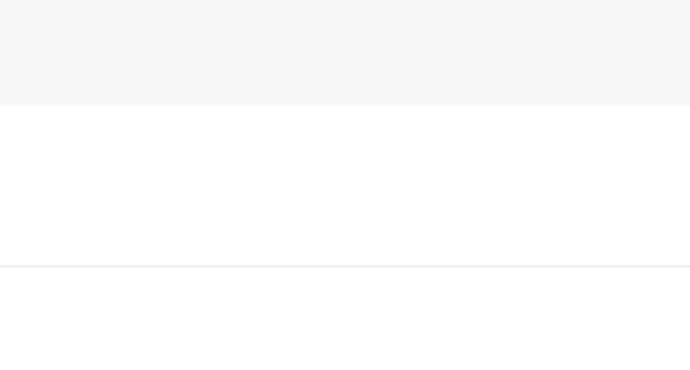
### Metrics

#### CPU

⌚ Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs.  
Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring CPU usage you might encounter CPU percentages that appear to exceed 100%. This indicates that the total CPU utilization across all cores is higher than the capacity of a single core.

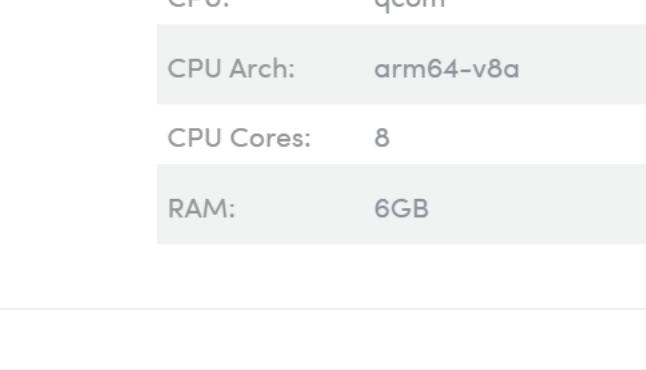


App CPU

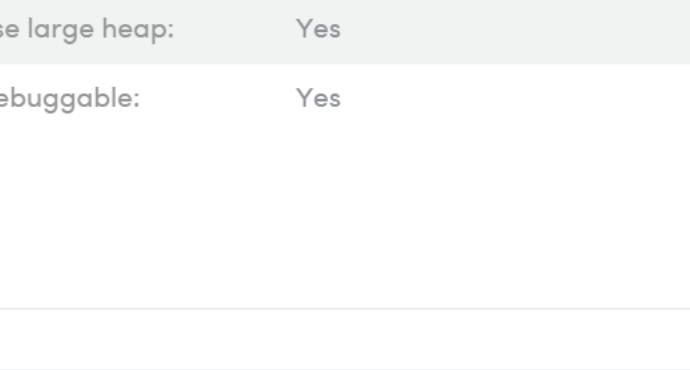


Device CPU

#### Memory

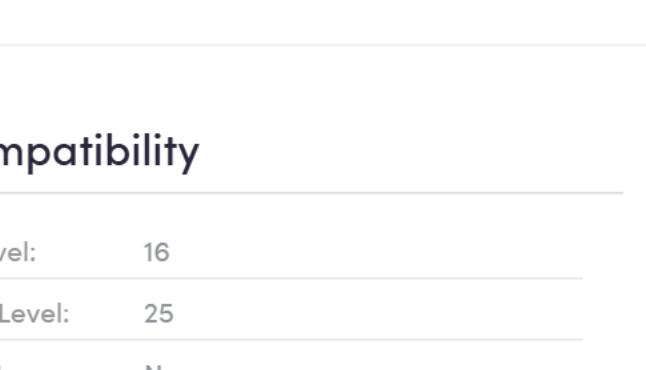


App Memory



Device Memory

#### Network



Network Download



Network Upload

#### Render

⌚ For more information about how to understand this data, definitions and your goals as an App Developer read more [here](#).

#### ⚠ Insights during the test (not critical)

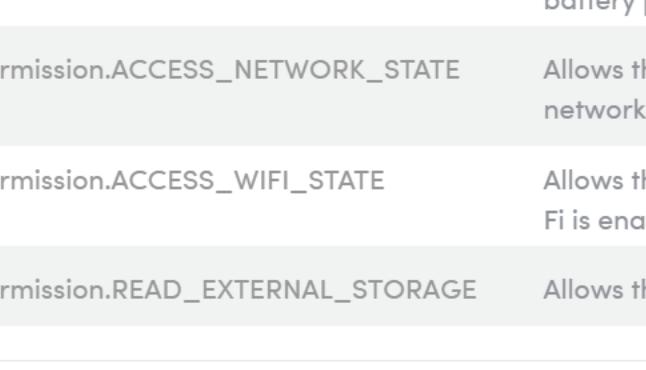
• Animations took more than 2ms, check if your app wrote any custom animations or what fields ObjectAnimators are animating, and make sure they are suitable for an animation.

• Vsync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.

• Sync Time: The RenderThread was busy working on a different frame. This is used internally to differentiate between the frame that is doing too much work and exceeds the 16ms limit, and the frame that is lagging due to the previous frame exceeding the 16ms limit.

• Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the [Profile GPU Rendering video](#).

• Input Events: The app spends unusual time processing input events, such as View.onTouchEvent(), indicating that this process should be optimized or offloaded to another thread. Note that it is expected and acceptable for this value to be high in some situations, such as when click events start new activities or similar situations.



FPS

#### Energy

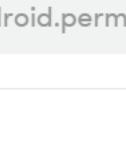


Energy Score



Energy Score

### Test Environment



#### CPH2263

Android version:	13
Manufacturer:	OPPO
Model:	CPH2263
CPU:	qcom
CPU Arch:	arm64-v8a
CPU Cores:	8
RAM:	6GB

#### App Information

Name:	Wikipedia Alpha
Version:	2.5.194-alpha-2017-05-30
Package Name:	org.wikipedia.alpha
Launch Activity:	org.wikipedia.main.MainActivity
Use large heap:	Yes
Debuggable:	Yes

### Screen Information

Screen orientation: portrait  
Screen resolution: 1080x2400  
Layout size: Normal  
Display density: 480dpi (xxhdpi)  
OpenGL ES: 196610

### Apptim Environment

Host Os: Windows  
Host Arch: 64bit  
Host Id:  
Apptim Agent Version: 0.15.3

### App Compatibility

Min API Level: 16  
Target API Level: 25  
Native CPU architectures: No  
Screens: small normal large xlarge

### Apptim Environment

Host Os: Windows  
Host Arch: 64bit  
Host Id:  
Apptim Agent Version: 0.15.3

### Permissions

android.permission.INTERNET Allows the app to create network sockets and use custom network protocols. The browser and other applications provide means to send data to the internet, so this permission is not required to send data to the internet.

android.permission.WRITE\_EXTERNAL\_STORAGE Allows the app to write to the SD card.

android.permission.GET\_ACCOUNTS Allows the app to get the list of accounts known by the phone. This may include any accounts created by applications you have installed.

android.permission.AUTHENTICATE\_ACCOUNTS Allows the app to use the account authenticator capabilities of the AccountManager, including creating accounts and getting and setting their passwords.

android.permission.MANAGE\_ACCOUNTS Allows the app to perform operations like adding and removing accounts, and deleting their password.

android.permission.VIBRATE Allows the app to control the vibrator.

android.permission.RECEIVE\_BOOT\_COMPLETED Allows the app to have itself started as soon as the system has finished booting. This can make it take longer to start the phone and allow the app to slow down the overall phone by always running.

android.permission.ACCESS\_FINE\_LOCATION Allows the app to get your precise location using the Global Positioning System (GPS) or network location sources such as cell towers and Wi-Fi. These location services must be turned on and available to your device for the app to use them. Apps may use this to determine where you are, and may consume additional battery power.

android.permission.ACCESS\_NETWORK\_STATE Allows the app to view information about network connections such as which networks exist and are connected.

android.permission.ACCESS\_WIFI\_STATE Allows the app to view information about Wi-Fi networking, such as whether Wi-Fi is enabled and name of connected Wi-Fi devices.

android.permission.READ\_EXTERNAL\_STORAGE Allows the app to read the contents of your SD card.

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