86

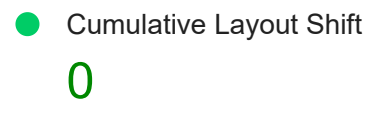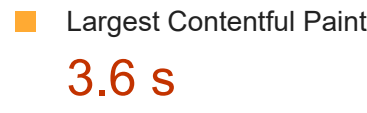## Performance

Values are estimated and may vary. The performance score is calculated directly from these metrics. See calculator.

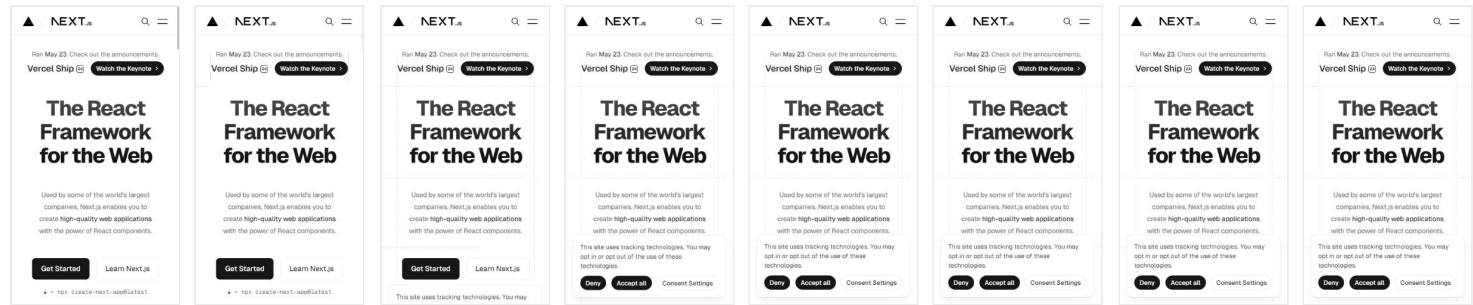▲ 0–49   ■ 50–89   ● 90–100

METRICS   Expand view

● First Contentful Paint

1.4 s

● Total Blocking Time

210 ms

● Speed Index

2.0 s

■ Largest Contentful Paint

3.6 s

● Cumulative Layout Shift

0

View Treemap

Show audits relevant to: All   FCP   LCP   TBT   CLS

DIAGNOSTICS

▲ Largest Contentful Paint element — 3,620 ms   ⌄

▲ Defer offscreen images — Potential savings of 34 KiB   ⌄

▲ Reduce JavaScript execution time — 1.3 s   ⌄

▲ Minimize main-thread work — 3.5 s   ⌄

▲ Avoid an excessive DOM size — 2,264 elements ⌄

◼ Serve static assets with an efficient cache policy — 3 resources found ⌄

◼ Eliminate render-blocking resources — Potential savings of 0 ms ⌄

◼ Properly size images — Potential savings of 15 KiB ⌄

◼ Avoid serving legacy JavaScript to modern browsers ⌄

○ Avoid long main-thread tasks — 11 long tasks found ⌄

○ Avoid non-composited animations — 8 animated elements found ⌄

○ Initial server response time was short — Root document took 30 ms ⌄

○ Avoids enormous network payloads — Total size was 900 KiB ⌄

○ Avoid chaining critical requests — 10 chains found ⌄

○ Minimize third-party usage — Third-party code blocked the main thread for 0 ms ⌄

More information about the performance of your application. These numbers don't directly affect the Performance score.

PASSED AUDITS (23)   Show

Captured at Jul 2, 2024, 1:12 PM   Emulated Moto G Power with   Single page session
GMT+2   Lighthouse 12.1.0
Initial page load   Slow 4G throttling   Using HeadlessChromium
                                                                               126.0.6478.127 with node

Generated by **Lighthouse** 12.1.0 | File an issue