



Performance Report for:

https://anthonoir576.github.io/Projet_Officiel_OpenClassRooms_...

Report generated: Tue, Aug 17, 2021 12:27 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

Connection: Broadband Slow (1.5 Mbps/384 Kbps, 50ms)

B	Performance 81%	Structure 90%	L. Contentful Paint 2.0s	T. Blocking Time 0ms	C. Layout Shift 0.04
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Top Issues

IMPACT	AUDIT	
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 411KB
Med-Low	Eliminate render-blocking resources	Potential savings of 199ms
Low	Avoid chaining critical requests	8 chains found
Low	Ensure text remains visible during webfont load	2 fonts found
Low	Reduce unused JavaScript	Potential savings of 27.0KB

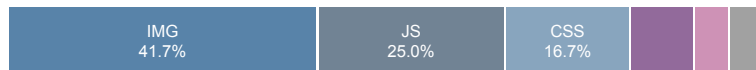
Page Details



Total Page Size - 514KB



Total Page Requests - 24



HTML
 JS
 CSS
 IMG
 Video
 Font
 Other

How does this affect me?

Today's web user expects a fast and seamless website experience. Delivering that fast experience can result in increased visits, conversions and overall happiness.

As if you didn't need more incentive, **Google has announced that they are using page speed in their ranking algorithm.**

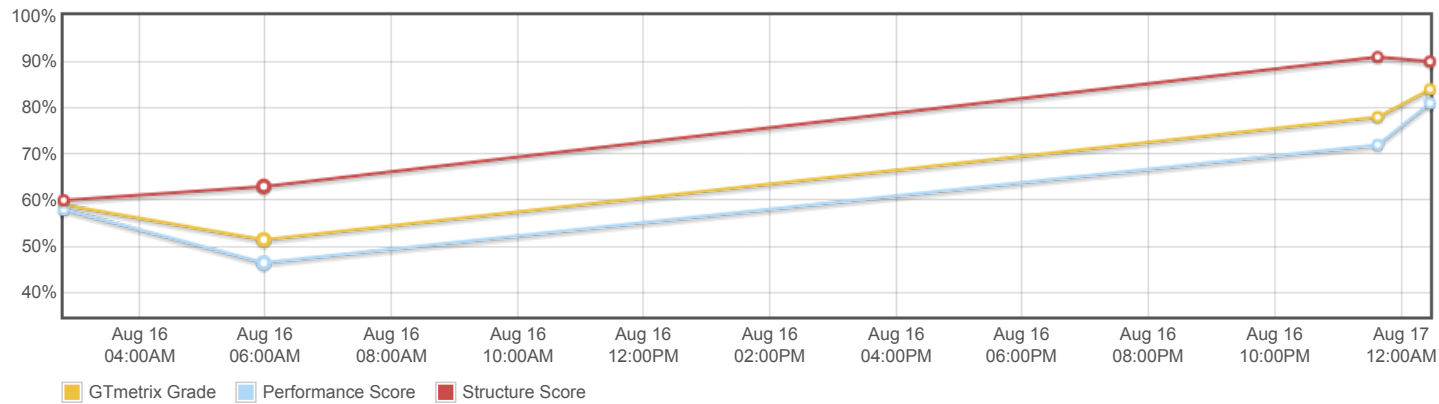
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

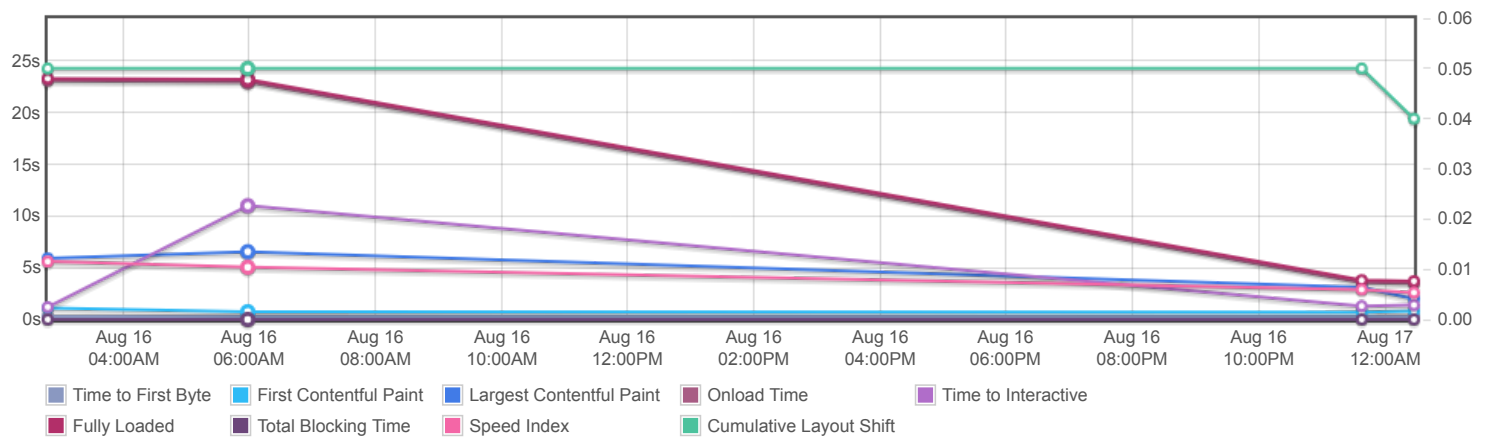
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

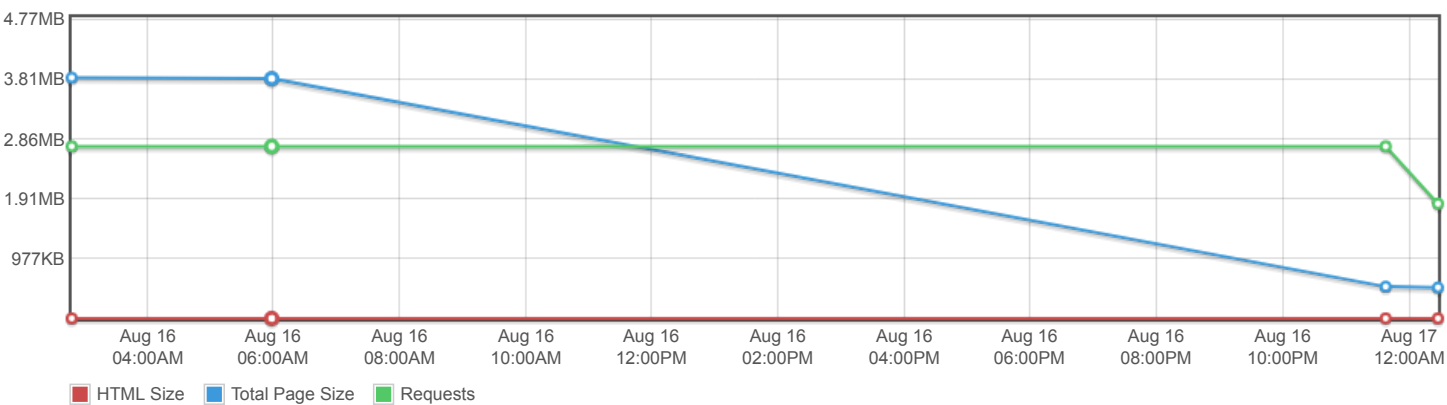
Page scores



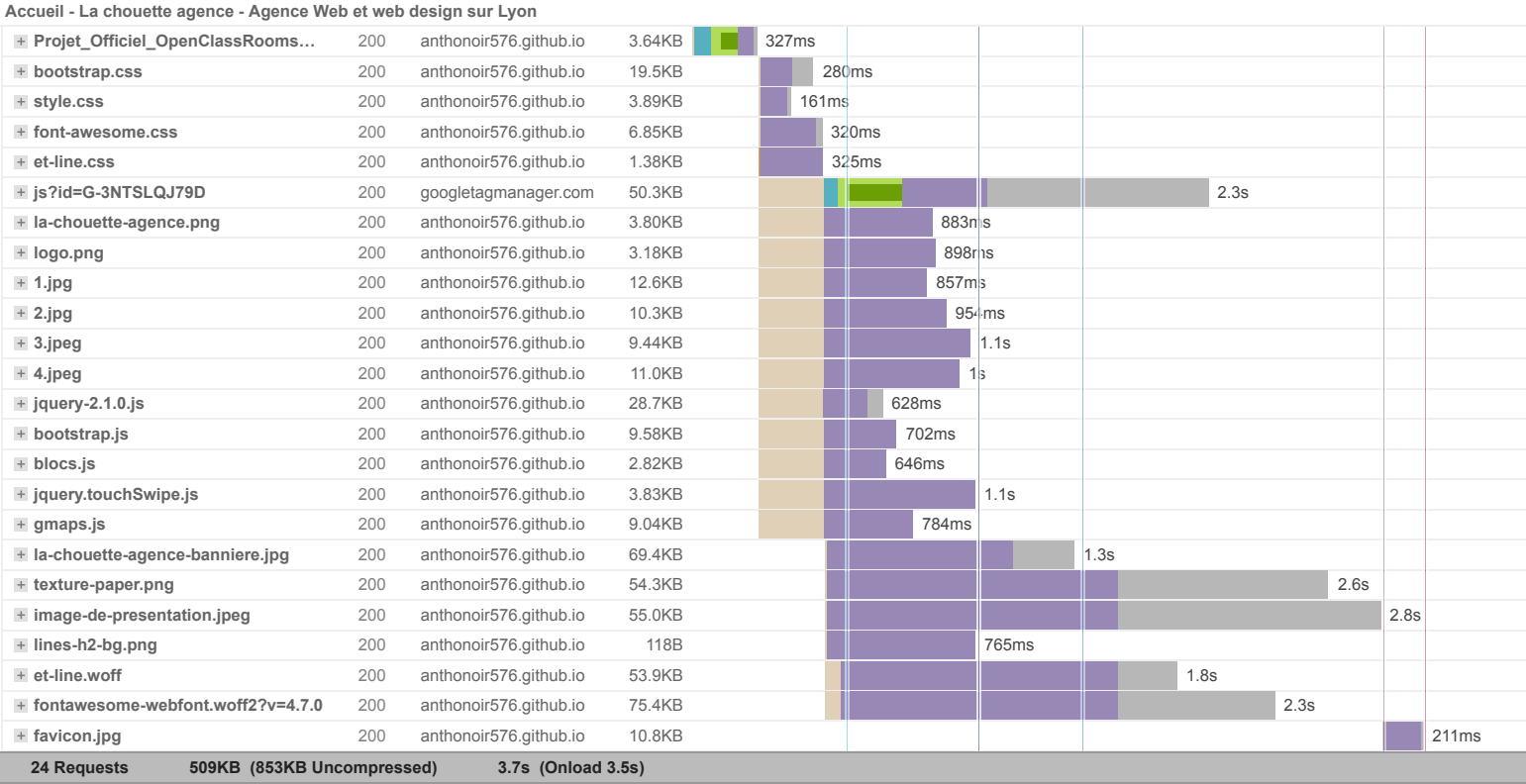
Page metrics

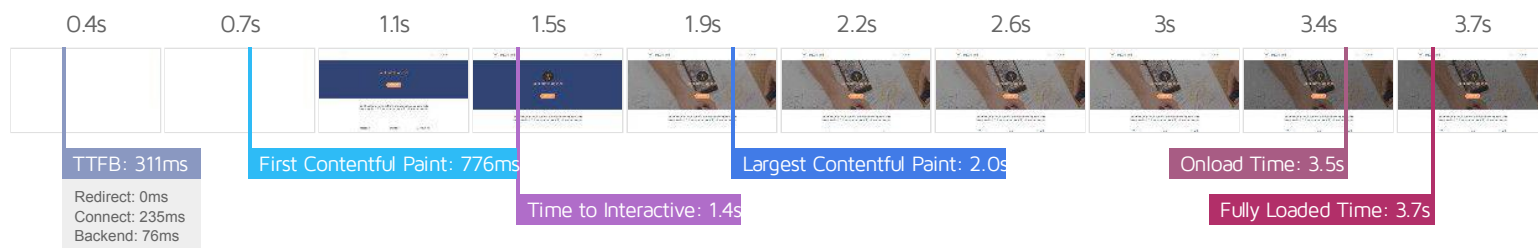


Page sizes and request counts



The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.





Performance Metrics

First Contentful Paint

How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.

Good - Nothing to do here

776ms

Time to Interactive

How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.

Good - Nothing to do here

1.4s

Speed Index

How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.

Much longer than recommended

2.6s

Total Blocking Time

How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.

Good - Nothing to do here

0ms

Largest Contentful Paint

How long it takes for the largest element of content (e.g. a hero image) to be painted on your page. A good user experience is 1.2s or less.

Longer than recommended

2.0s

Cumulative Layout Shift

How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.

Good - Nothing to do here

0.04

Browser Timings

Redirect

0ms

Connect

235ms

Backend

76ms

TTFB

311ms

First Paint

776ms

DOM Int.

1.1s

DOM Loaded

1.4s

Onload

3.5s

Fully Loaded

3.7s

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Med-Low	Serve static assets with an efficient cache policy	Potential savings of 411KB
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Low	Avoid chaining critical requests	8 chains found
Low	Ensure text remains visible during webfont load	2 fonts found
Low	Reduce unused JavaScript	Potential savings of 27.0KB
Low	Reduce unused CSS	Potential savings of 18.8KB
Low	Serve images in next-gen formats	Potential savings of 10.2KB
Low	Avoid an excessive DOM size	183 elements
Low	Avoid enormous network payloads	Total size was 514KB
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	3ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 76ms
Low	Avoid large layout shifts	5 elements found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 257ms
N/A	Reduce the impact of third-party code	Total size was 50.7KB
N/A	User Timing marks and measures	