Performance Report for:

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

Report generated: Tue, Aug 17, 2021 1:38 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)

	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
B	81%	91%	2.0s	0ms	0.04

Top Issues

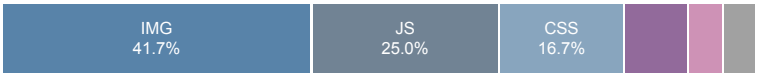
IMPACT	AUDIT	
Med-Low	**Serve static assets with an efficient cache policy**	Potential savings of 411KB
Med-Low	**Eliminate render-blocking resources**	Potential savings of 203ms
Low	**Ensure text remains visible during webfont load**	2 fonts found
Low	**Avoid chaining critical requests**	8 chains found
Low	**Reduce unused CSS**	Potential savings of 18.8KB

Page Details

3.7s
Fully Loaded Time

Total Page Size - 515KB

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.**

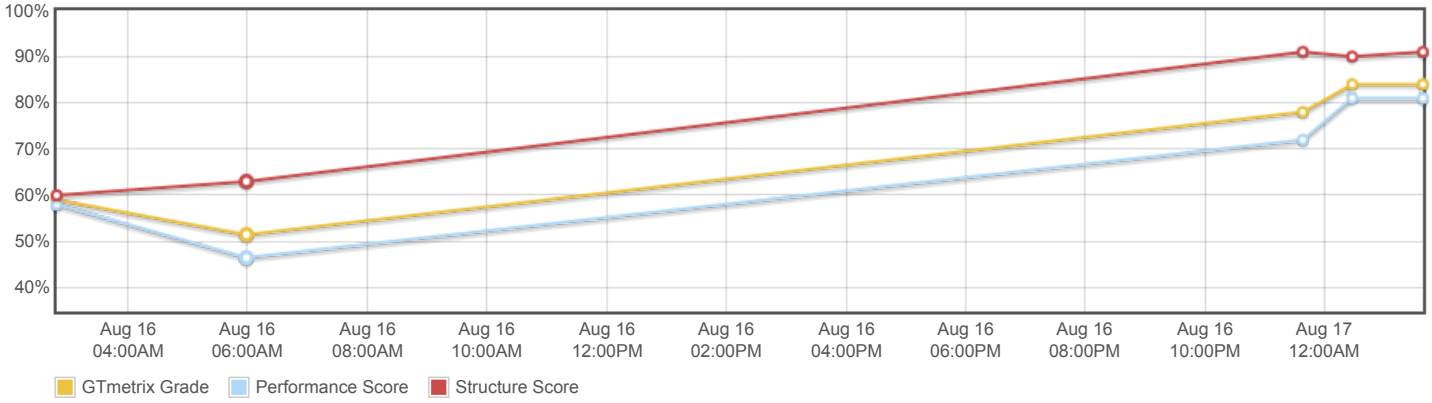
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

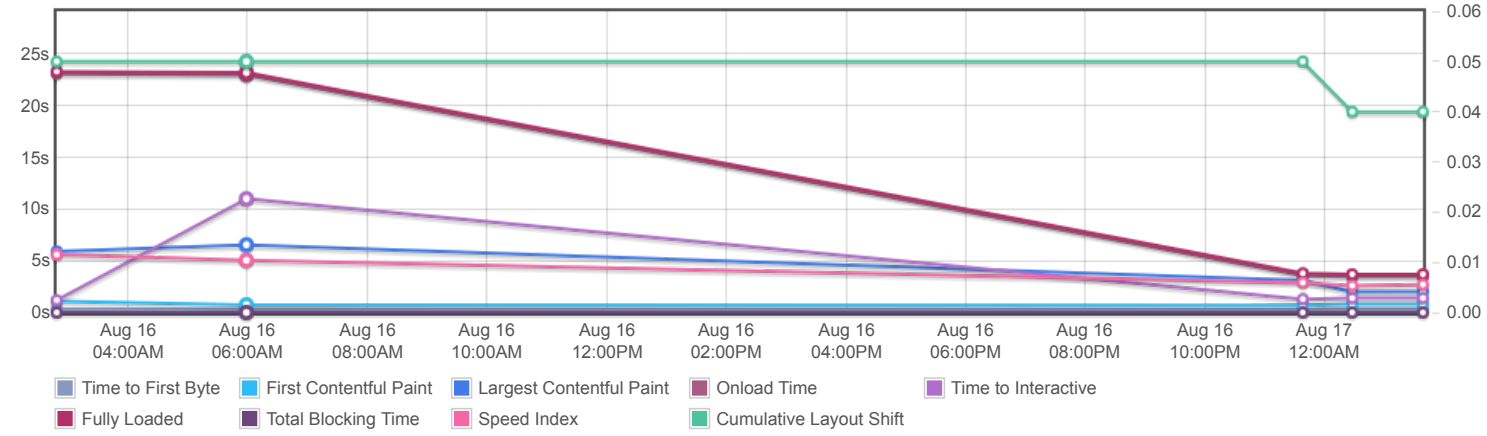
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

https://carbon60.com/

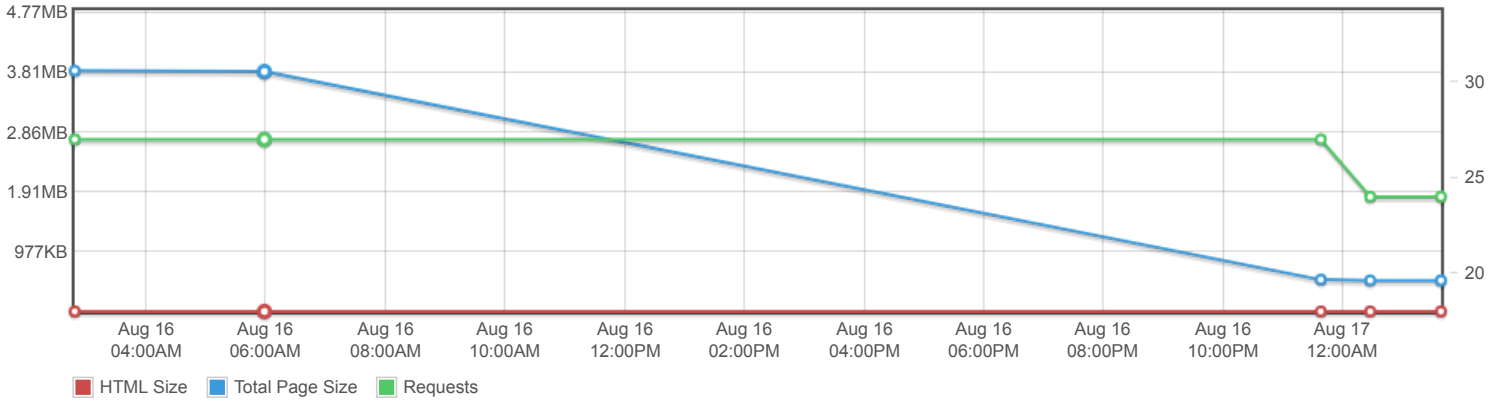
Page scores



Page metrics

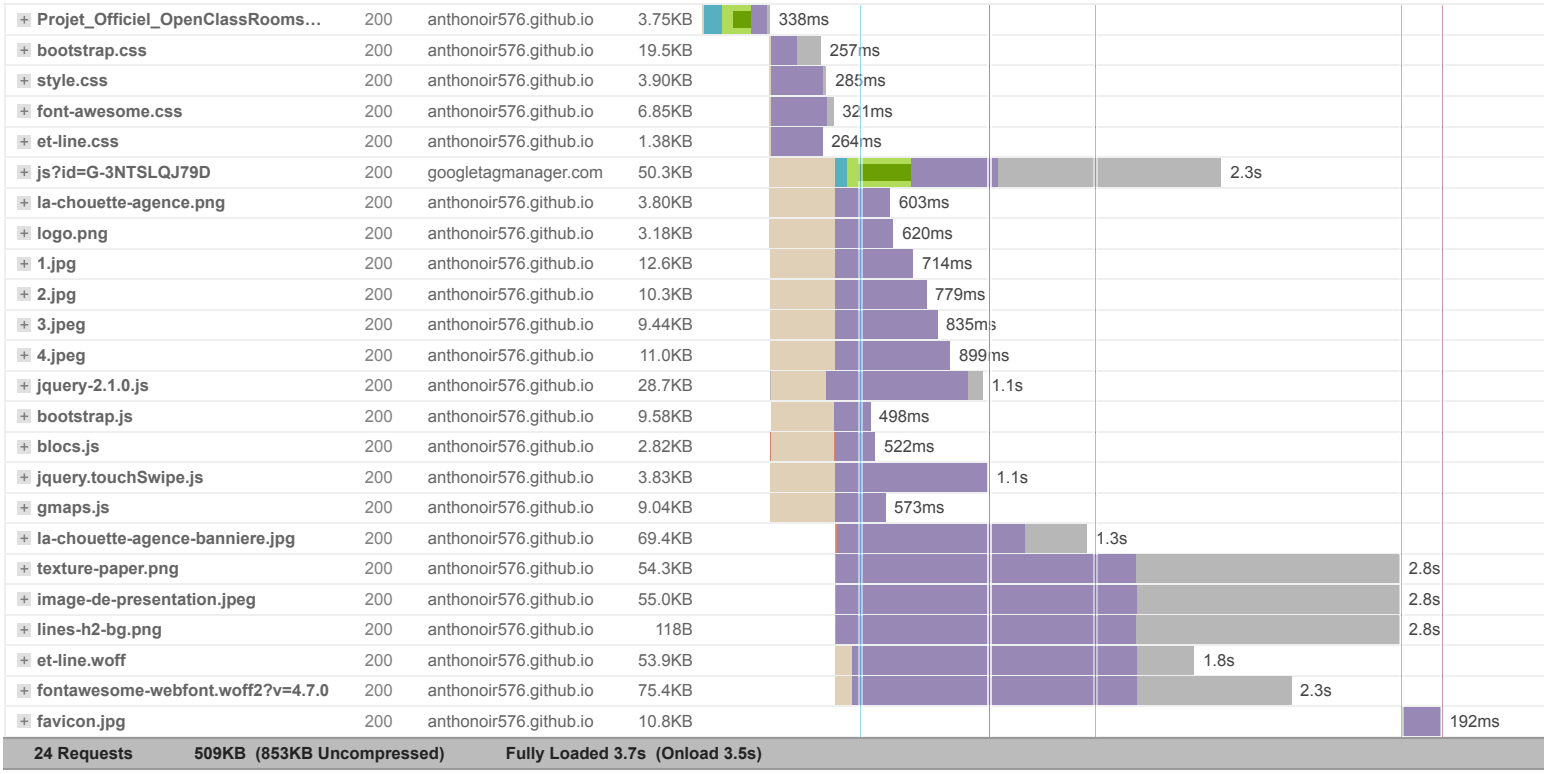


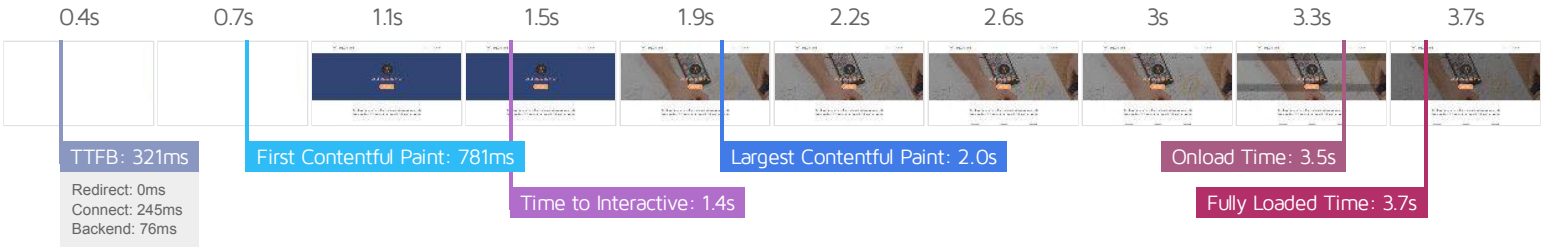
Page sizes and request counts



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.

Accueil - La chouette agence - Agence Web et web design sur Lyon





Performance Metrics

First Contentful Paint

Good - Nothing to do here

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

780ms

Time to Interactive

Good - Nothing to do here

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

1.4s

Speed Index

Much longer than recommended

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

2.7s

Total Blocking Time

Good - Nothing to do here

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

0ms

Largest Contentful Paint

Longer than recommended

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.

2.0s

Cumulative Layout Shift

Good - Nothing to do here

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

0.04

Browser Timings

Redirect	0ms	Connect	245ms	Backend	76ms
TTFB	321ms	First Paint	781ms	DOM Int.	1.4s
DOM Loaded	1.4s	Onload	3.5s	Fully Loaded	3.7s

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Low	**Avoid chaining critical requests**	8 chains found
Low	**Reduce unused CSS**	Potential savings of 18.8KB
Low	**Reduce unused JavaScript**	Potential savings of 27.0KB
Low	**Serve images in next-gen formats**	Potential savings of 10.2KB
Low	**Avoid an excessive DOM size**	186 elements
Low	**Avoid enormous network payloads**	Total size was 515KB
Low	**Avoid long main-thread tasks**	1 long task found
Low	**Reduce JavaScript execution time**	5ms 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 248ms
N/A	**Reduce the impact of third-party code**	Total size was 50.7KB
N/A	**User Timing marks and measures**	