



## Performance Report for:

[https://anthonoir576.github.io/Projet\\_Officiel\\_OpenClassRooms\\_...](https://anthonoir576.github.io/Projet_Officiel_OpenClassRooms_...)

Report generated: Mon, Aug 16, 2021 2:48 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>E</b>	Performance <b>58%</b>	Structure <b>60%</b>	L. Contentful Paint <b>5.9s</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0.05</b>
----------	---------------------------	-------------------------	------------------------------------	--------------------------------	--------------------------------

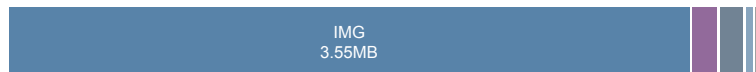
### Top Issues

IMPACT	AUDIT	
High	<b>Efficiently encode images</b>	Potential savings of 2.29MB
High	<b>Properly size images</b>	Potential savings of 477KB
Med-High	<b>Eliminate render-blocking resources</b>	Potential savings of 673ms
Med	<b>Avoid enormous network payloads</b>	Total size was 3.85MB
Med	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 3.47MB

### Page Details



Total Page Size - 3.85MB



Total Page Requests - 27



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.**

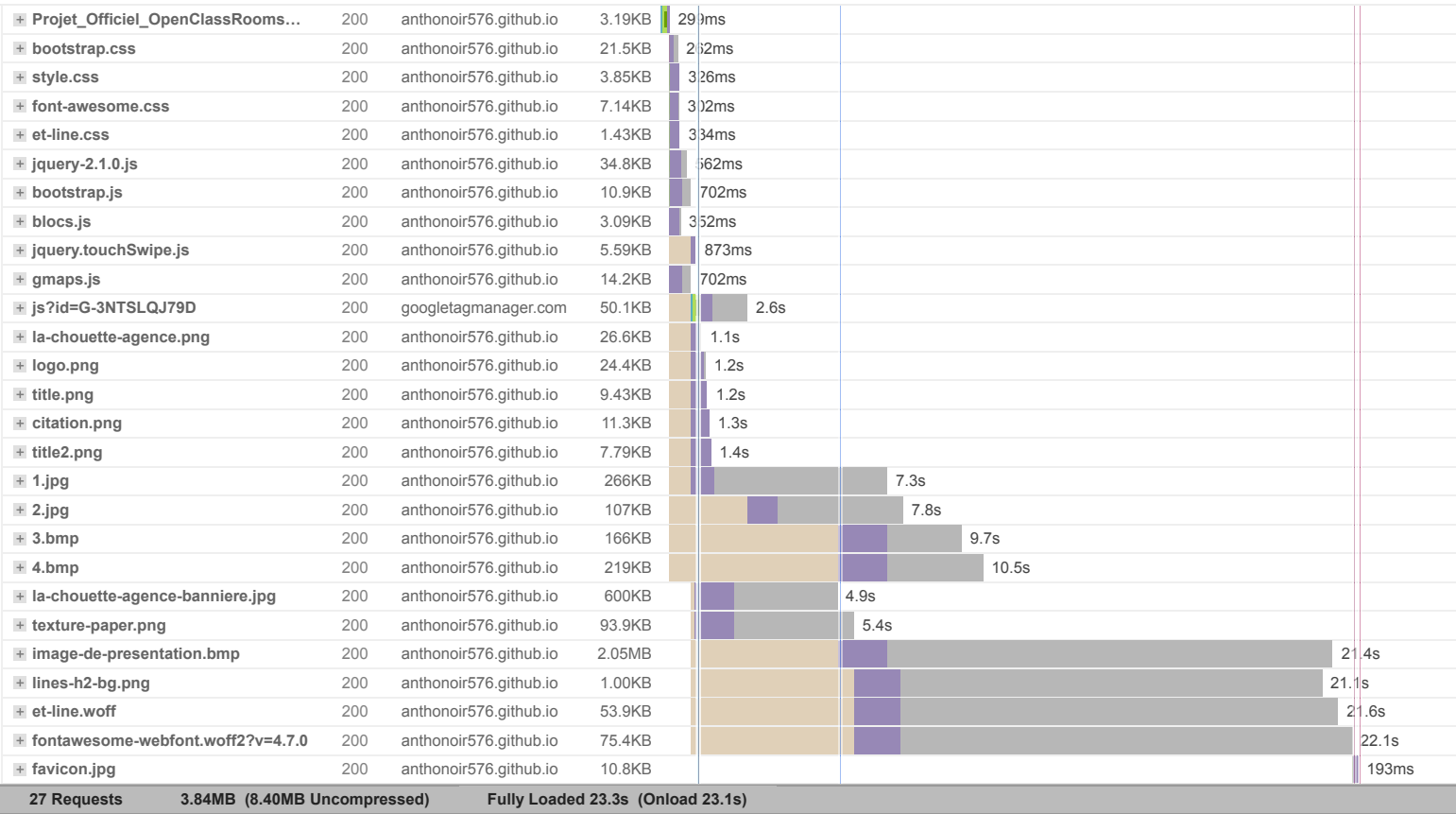
### About GTmetrix

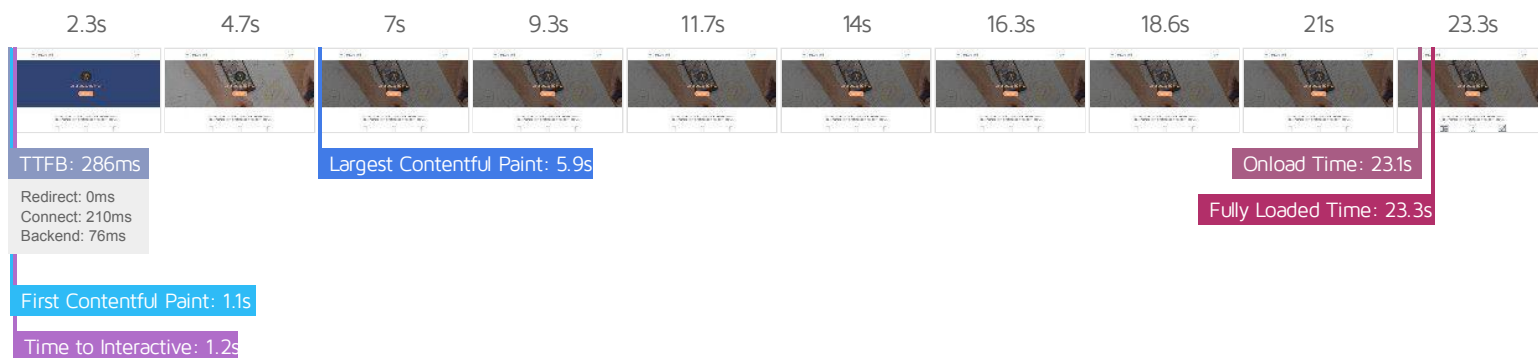
**CARBON60**  
THE MANAGED CLOUD COMPANY

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

<https://carbon60.com/>

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

<b>First Contentful Paint</b> How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.	OK, but consider improvement <b>1.1s</b>	<b>Time to Interactive</b> 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 <b>1.2s</b>
<b>Speed Index</b> How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Much longer than recommended <b>5.6s</b>	<b>Total Blocking Time</b> 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 <b>0ms</b>
<b>Largest Contentful Paint</b> 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.	Much longer than recommended <b>5.9s</b>	<b>Cumulative Layout Shift</b> 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 <b>0.05</b>

## Browser Timings

Redirect	0ms	Connect	210ms	Backend	76ms
TTFB	286ms	DOM Int.	1.0s	First Paint	1.1s
DOM Loaded	1.2s	Onload	23.1s	Fully Loaded	23.3s

IMPACT	AUDIT	
High	Efficiently encode images	Potential savings of 2.29MB
High	Properly size images	Potential savings of 477KB
Med-High	Eliminate render-blocking resources	Potential savings of 673ms
Med	Avoid enormous network payloads	Total size was 3.85MB
Med	Serve static assets with an efficient cache policy	Potential savings of 3.47MB
Med-Low	Ensure text remains visible during webfont load	2 fonts found
Low	Serve images in next-gen formats	Potential savings of 2.78MB
Low	Reduce unused JavaScript	Potential savings of 49.7KB
Low	Minify JavaScript	Potential savings of 21.9KB
Low	Reduce unused CSS	Potential savings of 20.7KB
Low	Avoid an excessive DOM size	174 elements
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	22ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 76ms
Low	Avoid large layout shifts	5 elements found
Low	Minify CSS	Potential savings of 4.31KB
Low	Avoid chaining critical requests	8 chains found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 364ms
N/A	Reduce the impact of third-party code	Total size was 50.6KB
N/A	User Timing marks and measures	