



Performance Report for:

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

Report generated: Tue, Aug 17, 2021 9:43 PM -0700

Test Server Location: London, UK

Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

A	Performance 99%	Structure 98%	L. Contentful Paint 887ms	T. Blocking Time 9ms	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
Low	Serve images in next-gen formats	Potential savings of 10.2KB
Low	Avoid an excessive DOM size	134 elements
Low	Avoid enormous network payloads	Total size was 514KB
Low	Ensure text remains visible during webfont load	2 fonts found

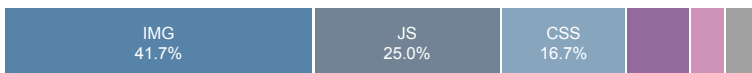
Page Details



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.**

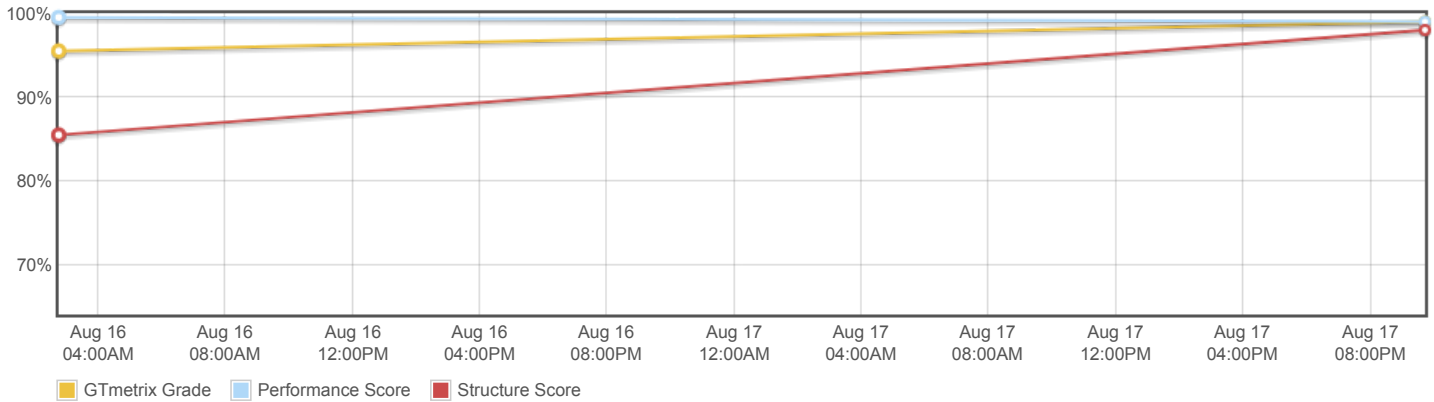
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

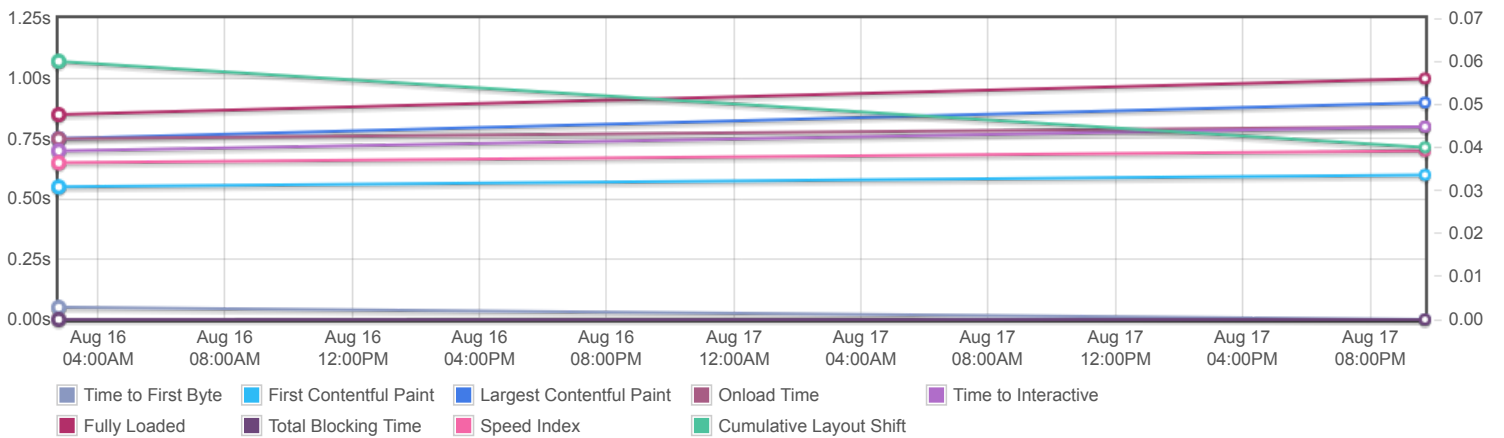
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

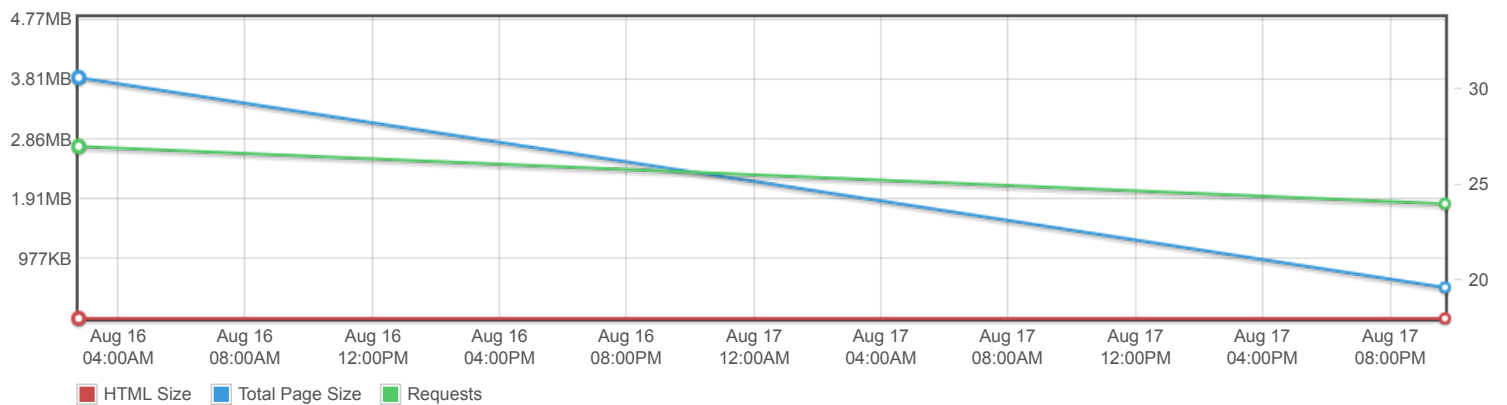
Page scores



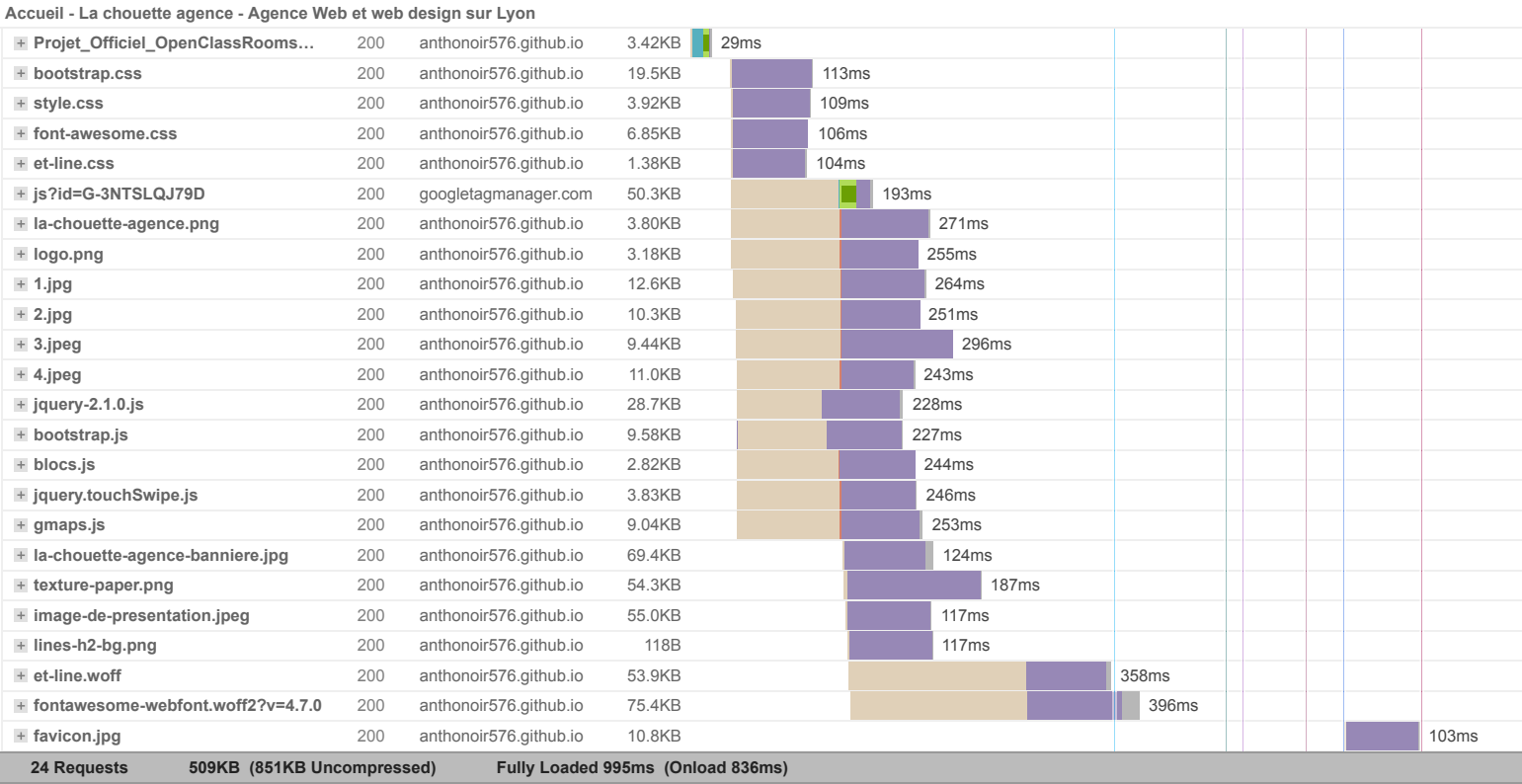
Page metrics

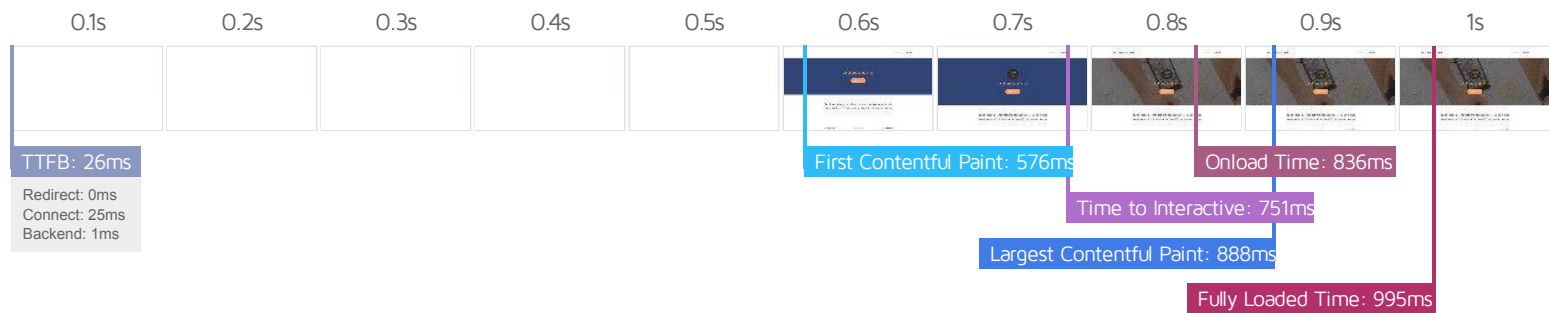


Page sizes and request counts



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

<p>First Contentful Paint</p> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>Good - Nothing to do here</p> <p>576ms</p>	<p>Time to Interactive</p> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p>750ms</p>
<p>Speed Index</p> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p>749ms</p>	<p>Total Blocking Time</p> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p>9ms</p>
<p>Largest Contentful Paint</p> <p>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.</p>	<p>Good - Nothing to do here</p> <p>887ms</p>	<p>Cumulative Layout Shift</p> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p>0.04</p>

Browser Timings

Redirect	0ms	Connect	25ms	Backend	1ms
TTFB	26ms	First Paint	576ms	DOM Int.	726ms
DOM Loaded	728ms	Onload	836ms	Fully Loaded	995ms

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Low	Avoid an excessive DOM size	134 elements
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Low	Ensure text remains visible during webfont load	2 fonts found
Low	Avoid long main-thread tasks	2 long tasks found
Low	Reduce JavaScript execution time	148ms spent executing JavaScript
Low	Reduce unused CSS	Potential savings of 18.8KB
Low	Reduce initial server response time	Root document took 1ms
Low	Avoid large layout shifts	5 elements found
Low	Avoid chaining critical requests	8 chains found
Low	Reduce unused JavaScript	Potential savings of 27.0KB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 765ms
N/A	Reduce the impact of third-party code	Total size was 50.8KB
N/A	User Timing marks and measures	