



## Performance Report for: [https://emmanuel97423.github.io/P04\\_OC/](https://emmanuel97423.github.io/P04_OC/)

Report generated: Sat, Jan 9, 2021 2:12 AM -0800  
 Test Server Location: Vancouver, Canada  
 Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

<b>A</b>	Performance <b>100%</b>	Structure <b>98%</b>	L. Contentful Paint <b>315ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0.04</b>
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### Top Issues

IMPACT	AUDIT	
Med	<b>Serve static assets with an efficient cache policy</b>	20 resources found
Low	<b>Serve images in next-gen formats</b>	Potential savings of 192 KiB
Low	<b>Avoid an excessive DOM size</b>	149 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 606 KiB
Low	<b>Properly size images</b>	Potential savings of 67 KiB

### Page Details



Total Page Size - 606KB



Total Page Requests - 22



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.**

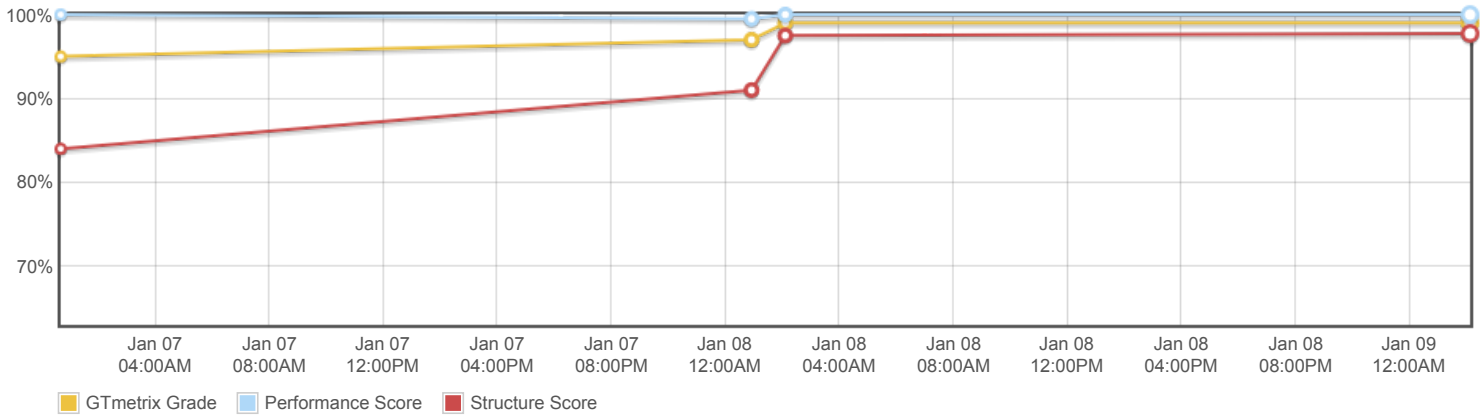
### About GTmetrix

**CARBON60**  
THE MANAGED CLOUD COMPANY

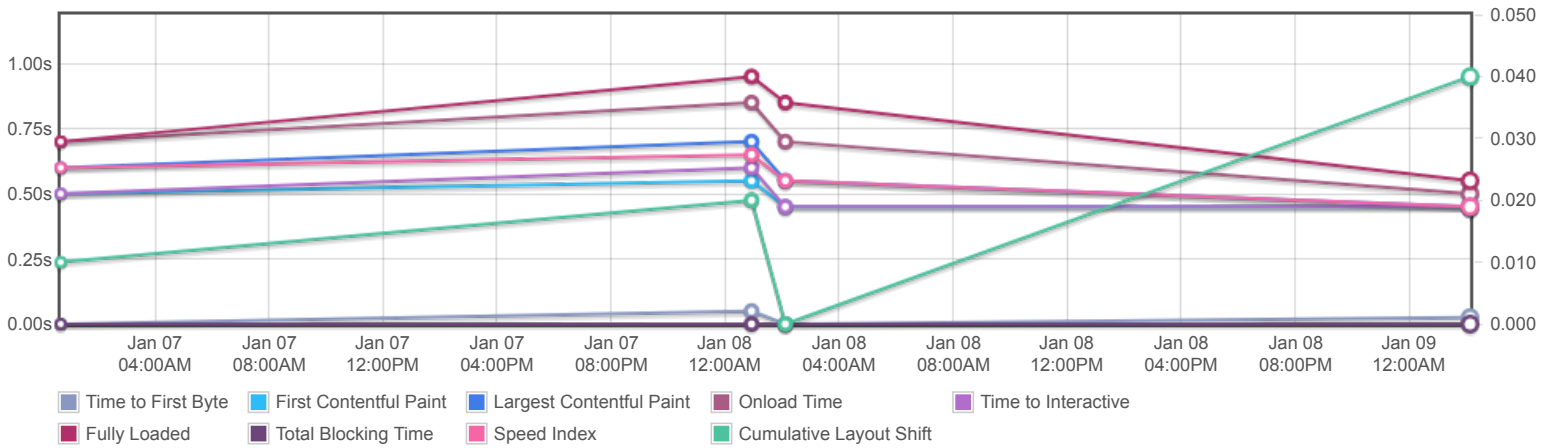
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

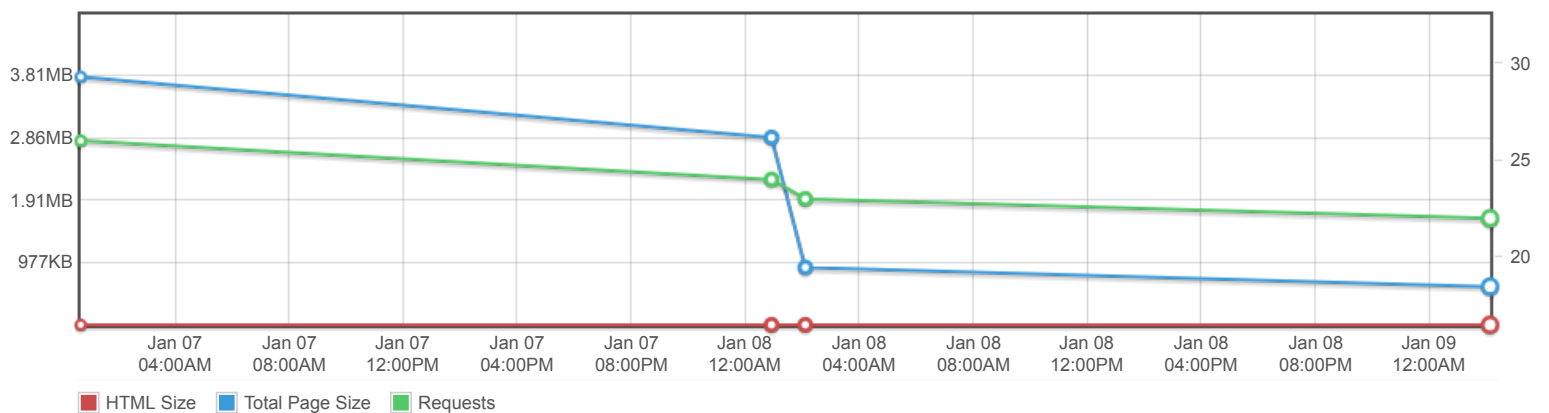
## Page scores



## Page metrics

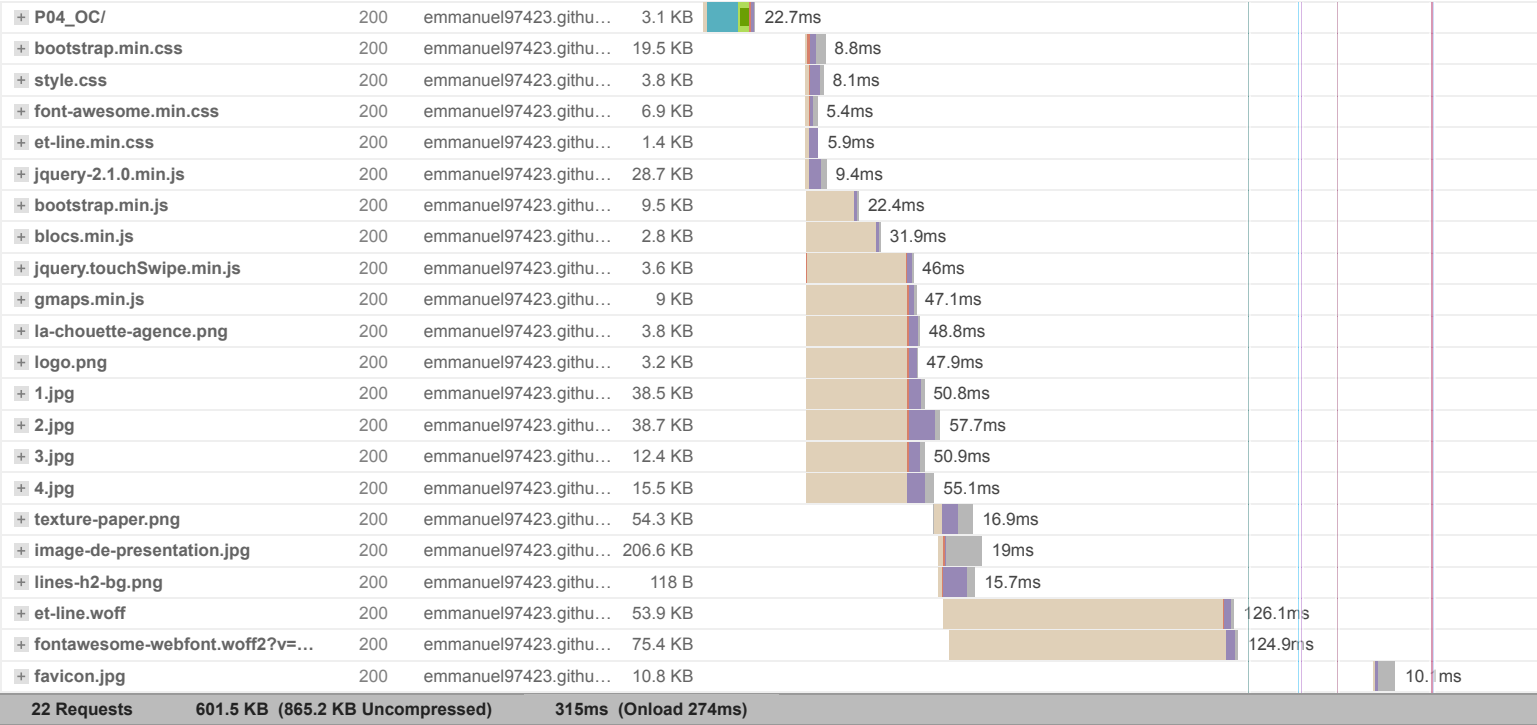


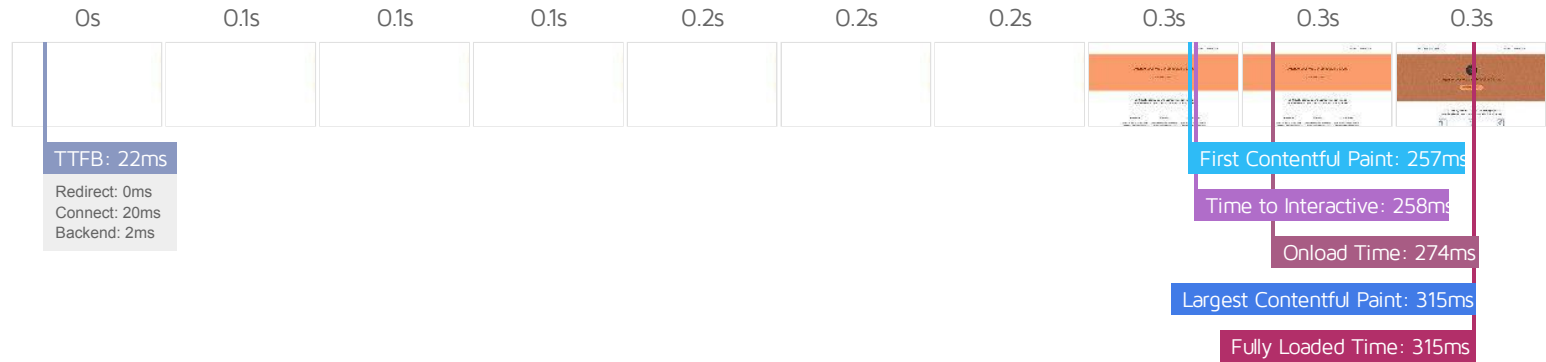
## Page sizes and request counts



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.

La Chouette agence - Web Design Lyon





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>258ms</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>258ms</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>309ms</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>0ms</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>315ms</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	20ms	Backend	2ms
TTFB	22ms	DOM Int.	88ms	DOM Loaded	235ms
First Paint	257ms	Onload	274ms	Fully Loaded	315ms

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Low	Avoid an excessive DOM size	149 elements
Low	Avoid enormous network payloads	Total size was 606 KiB
Low	Properly size images	Potential savings of 67 KiB
Low	Efficiently encode images	Potential savings of 141 KiB
Low	Ensure text remains visible during webfont load	
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	0 s
Low	Remove unused CSS	Potential savings of 19 KiB
Low	Reduce initial server response time	Root document took 0 ms
Low	Avoid large layout shifts	5 elements found
Low	Avoid chaining critical requests	5 chains found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	0.3 s
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code	