



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

Report generated: Sat, Jan 9, 2021 2:09 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>237ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0</b>
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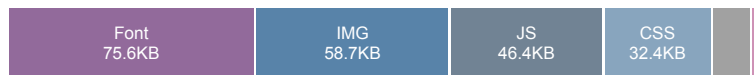
### Top Issues

IMPACT	AUDIT	
Med-Low	<b>Serve static assets with an efficient cache policy</b>	13 resources found
Low	<b>Serve images in next-gen formats</b>	Potential savings of 10 KiB
Low	<b>Avoid an excessive DOM size</b>	100 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 226 KiB
Low	<b>Ensure text remains visible during webfont load</b>	

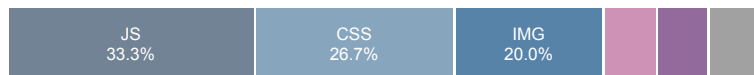
### Page Details



Total Page Size - 226KB



Total Page Requests - 15



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.**

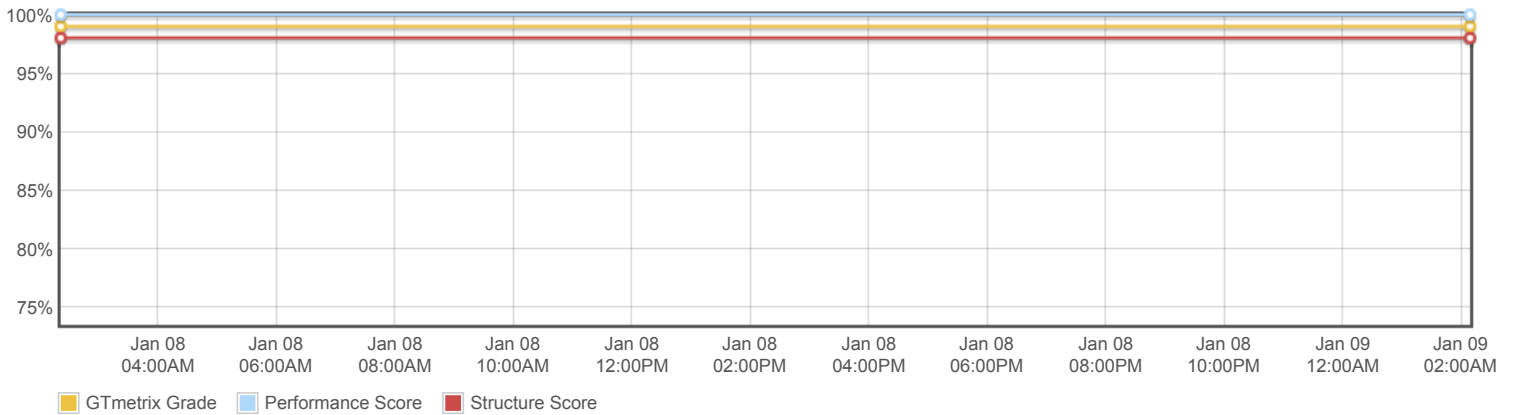
### About GTmetrix

**CARBON60**  
THE MANAGED CLOUD COMPANY

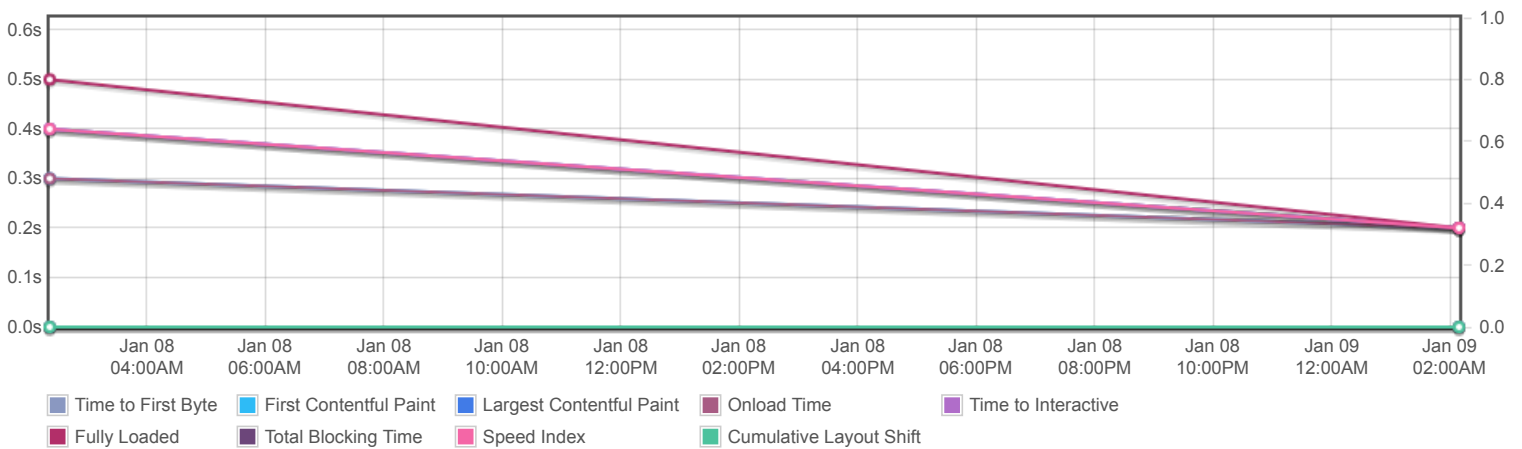
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<https://carbon60.com/>

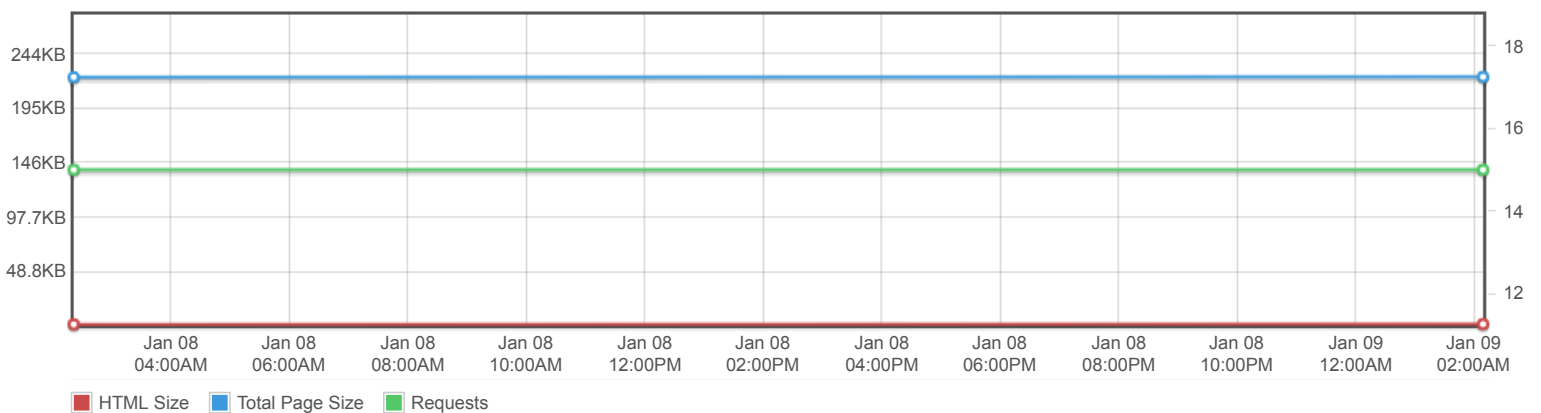
## Page scores



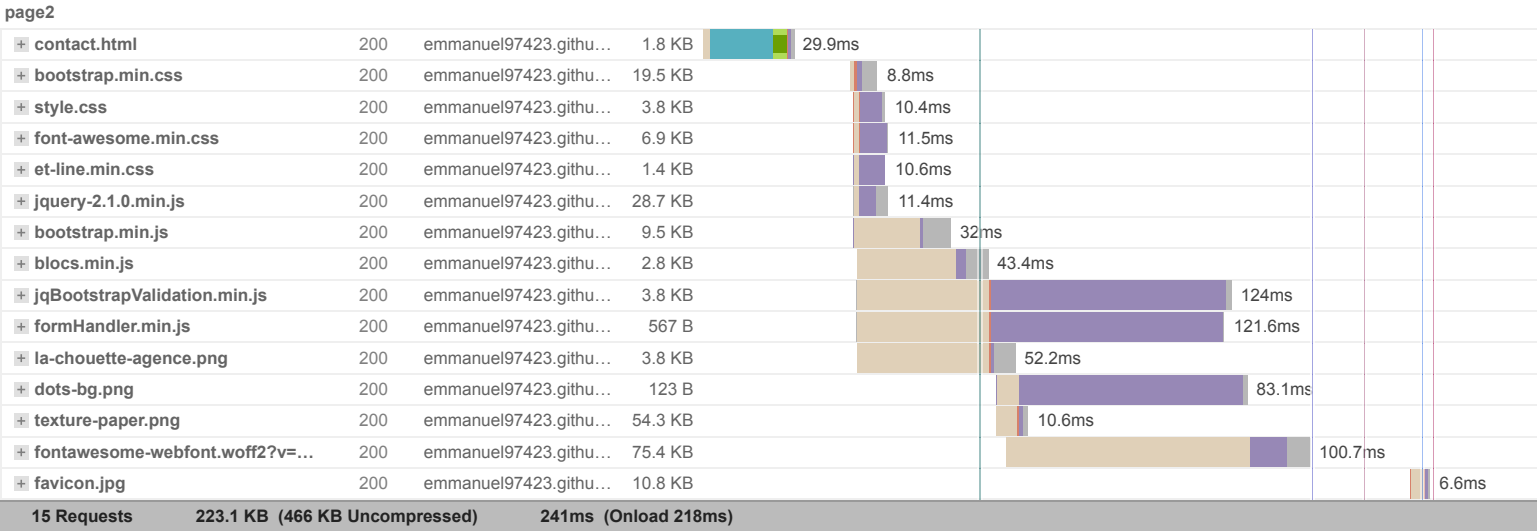
## Page metrics

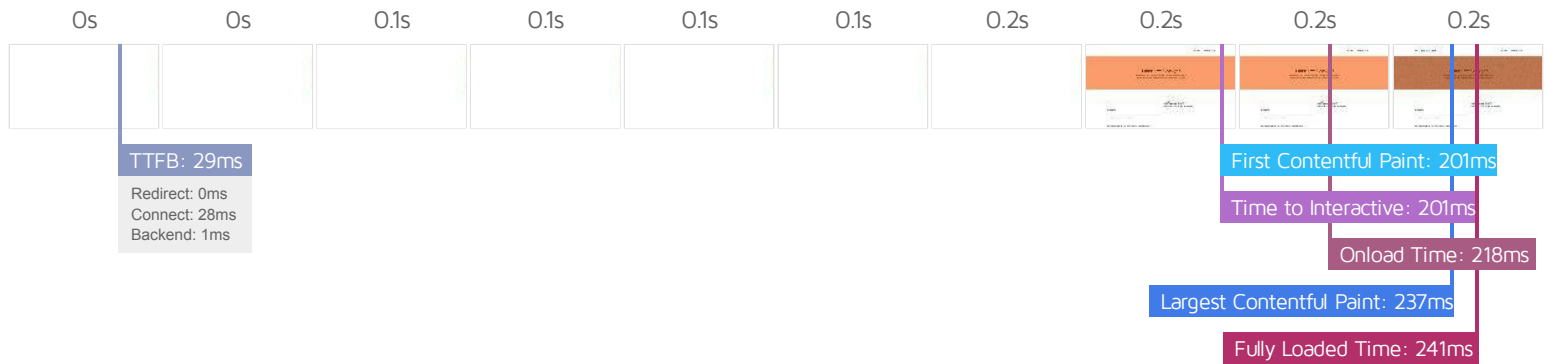


## Page sizes and request counts



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

201ms

### 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

201ms

### Speed Index

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

Good - Nothing to do here

226ms

### 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.

Good - Nothing to do here

237ms

### 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

## Browser Timings

Redirect

0ms

Connect

28ms

Backend

1ms

TTFB

29ms

DOM Int.

91ms

DOM Loaded

91ms

First Paint

201ms

Onload

218ms

Fully Loaded

241ms

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Med-Low	<b>Serve static assets with an efficient cache policy</b>	13 resources found
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Low	<b>Avoid an excessive DOM size</b>	100 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 226 KiB
Low	<b>Ensure text remains visible during webfont load</b>	
Low	<b>Avoid long main-thread tasks</b>	1 long task found
Low	<b>Reduce JavaScript execution time</b>	0 s
Low	<b>Remove unused CSS</b>	Potential savings of 19 KiB
Low	<b>Reduce initial server response time</b>	Root document took 0 ms
Low	<b>Avoid chaining critical requests</b>	5 chains found
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	0.2 s
N/A	<b>Replace large JavaScript libraries with smaller alternatives</b>	0 large libraries found
N/A	<b>User Timing marks and measures</b>	
N/A	<b>Reduce the impact of third-party code</b>	