

Performance Report for:
https://health-care-market-place.vercel.app/

Report generated: Wed, Jan 22, 2025 3:45 AM -0800
Test Server Location: Vancouver, Canada
Using: Chrome 117.0.0.0, Lighthouse 11.0.0

A	Performance 100%	Structure 91%	L. Contentful Paint 466ms	T. Blocking Time 0ms	C. Layout Shift 0
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Top Issues

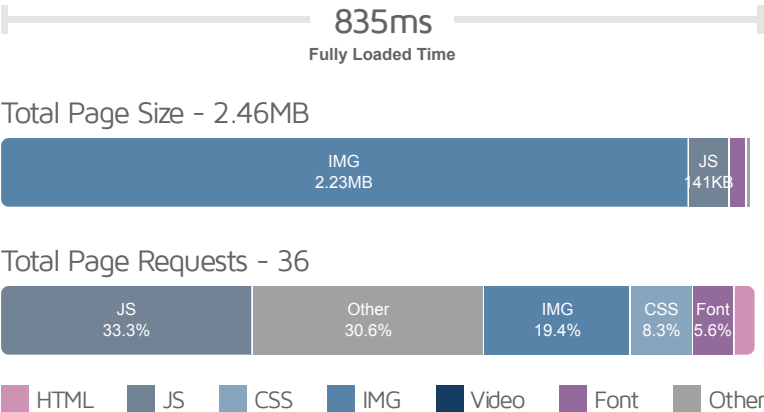
Med	Use explicit width and height on image elements <small>CLS</small>	1 image found
Med-Low	Avoid CSS @import <small>FCP LCP</small>	1 resource found
Low	Avoid enormous network payloads <small>LCP</small>	Total size was 2.47MB
Low	Serve images in next-gen formats	Potential savings of 1.75MB
Low	Avoid chaining critical requests <small>FCP LCP</small>	2 chains found

Focus on these audits first

These audits likely have the largest impact on your page performance.

Structure audits do not directly affect your Performance Score, but improving the audits seen here can help as a starting point for overall performance gains.

Page Details



How does this affect me?

Modern web users have a short attention span and expect a fast and seamless website experience. Delivering that fast experience can result in more traffic, more conversions, and more happiness.

As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

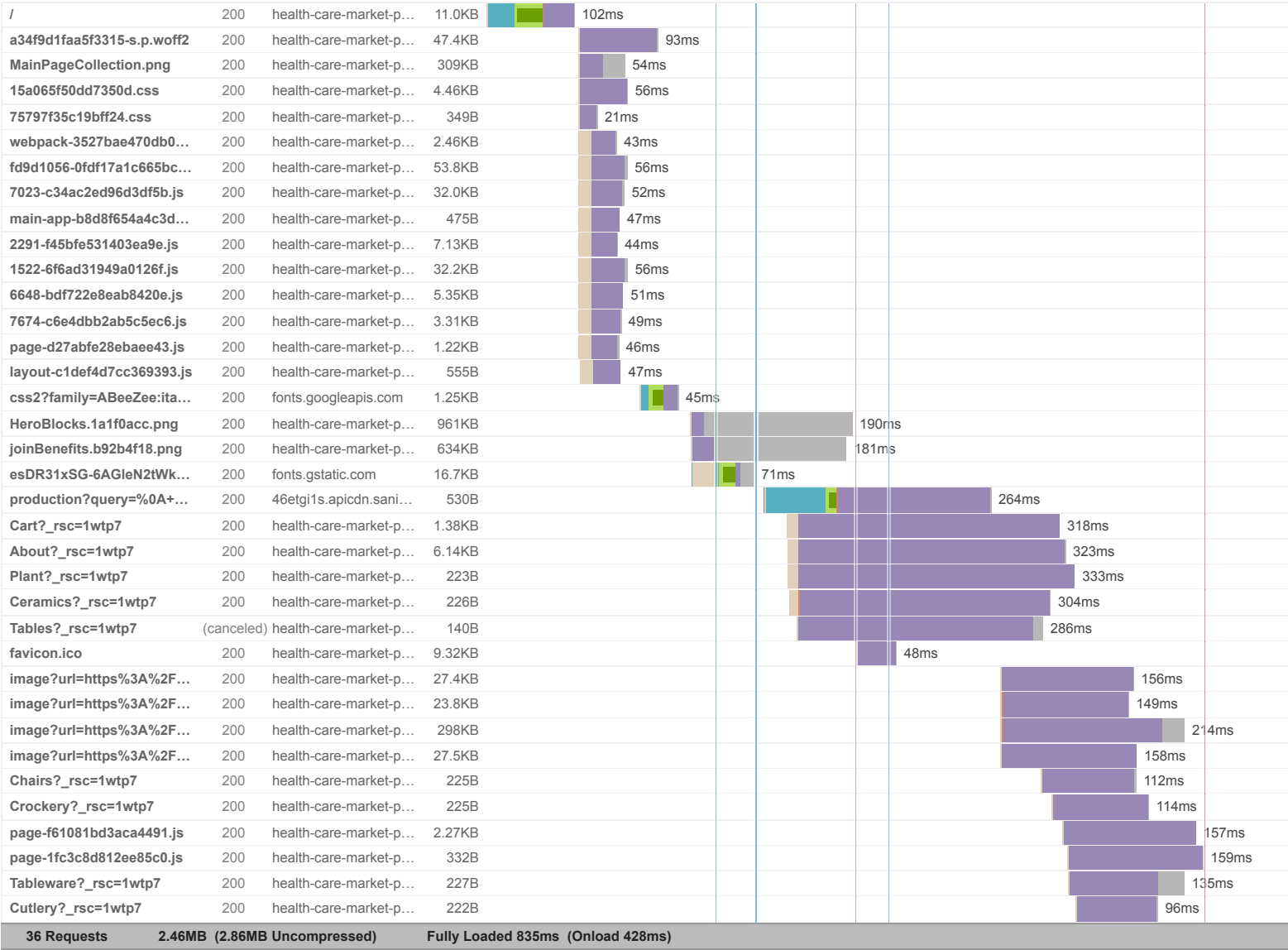
About GTmetrix

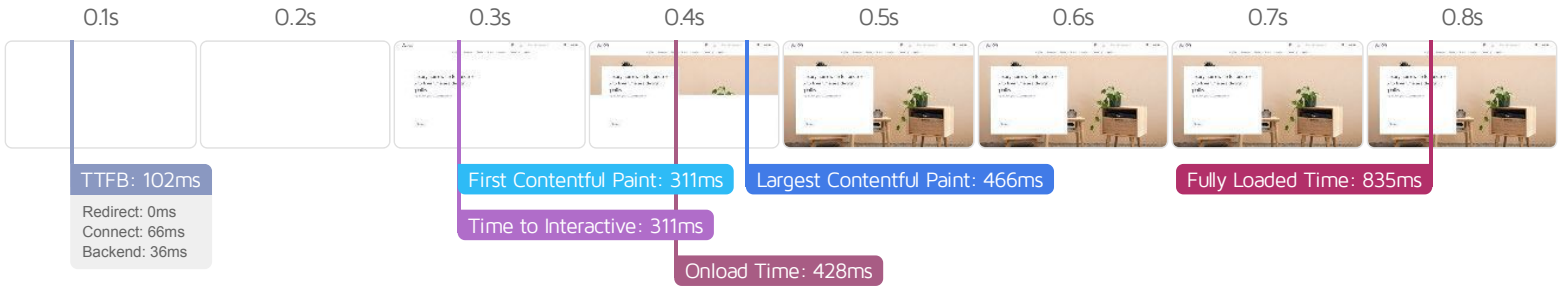
GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

[Learn more about us.](#)

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.

Create Next App





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>311ms</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>311ms</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>402ms</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 (i.e., 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>466ms</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</p>

Browser Timings

Redirect	0ms	Connect	66ms	Backend	36ms
TTFB	102ms	DOM Int.	264ms	DOM Loaded	265ms
First Paint	311ms	Onload	428ms	Fully Loaded	835ms

IMPACT	AUDIT	
Med	Use explicit width and height on image elements <small>CLS</small>	1 image found
Med-Low	Avoid CSS @import <small>FCP</small> <small>LCP</small>	1 resource found
Low	Avoid enormous network payloads <small>LCP</small>	Total size was 2.47MB
Low	Serve images in next-gen formats	Potential savings of 1.75MB
Low	Avoid chaining critical requests <small>FCP</small> <small>LCP</small>	2 chains found
Low	Properly size images	Potential savings of 444KB
N/A	Minimize main-thread work <small>TBT</small>	Main-thread busy for 307ms
N/A	Reduce the impact of third-party code <small>TBT</small>	Total size was 19.6KB
N/A	Eliminate render-blocking resources <small>FCP</small> <small>LCP</small>	Potential savings of 2ms
N/A	Largest Contentful Paint element <small>LCP</small>	470 ms
N/A	Reduce initial server response time <small>FCP</small> <small>LCP</small>	Root document took 12ms
N/A	Avoid an excessive DOM size <small>TBT</small>	213 elements
N/A	Reduce JavaScript execution time <small>TBT</small>	85ms spent executing JavaScript
N/A	User Timing marks and measures	
N/A	Avoid large layout shifts <small>CLS</small>	
N/A	Avoid serving legacy JavaScript to modern browsers <small>TBT</small>	