# GTmetrix The web should be fast. Executive Summary



# Performance Report for:

https://octopusapp-28d2c.web.app/

Report generated: Mon, May 3, 2021 2:33 PM -0700

Test Server Location: | Vancouver, Canada

Using: O Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

Performance

Structure

81%

L. Contentful Paint

447ms

T. Blocking Time

10ms

C. Layout Sh

#### Top Issues

IMPACT	AUDIT	
High	Avoid enormous network payloads	Total size was 5.73MB
Med	Serve static assets with an efficient cache policy	Potential savings of 3.22MB
Low	Properly size images	Potential savings of 4.85MB
Low	Efficiently encode images	Potential savings of 1.64MB
Low	Serve images in next-gen formats	Potential savings of 2.72MB

#### Page Details

725ms

**Fully Loaded Time** 

Total Page Size - 5.73MB

IMG

#### How does this affect me?

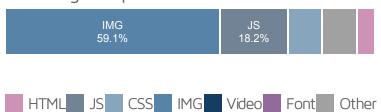
Today's web user expects a fast and seamless website experience. Delivering that fast experience can result in increased visits, conversions and overall happiness.

As if you didn't need more incentive, Google has announced that they are using page speed in their ranking algorithm.



# The web should be fast. Executive Summary

Total Page Requests - 22



**About GTmetrix** 



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

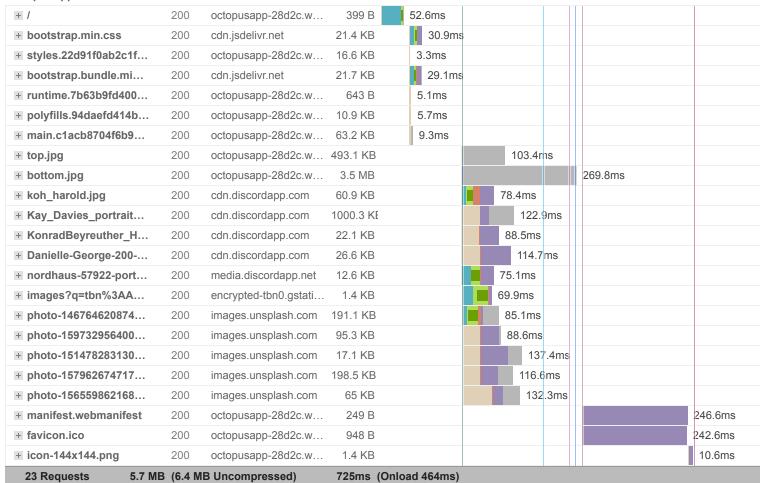
https://carbon60.com/



### Waterfall Chart

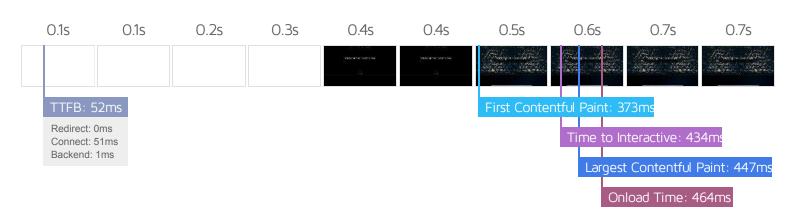
The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.

#### OctopusApp





### Performance



#### 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

373ms

#### 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

434ms

#### 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

427ms

### Total Blocking Time

How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.

do here

Good - Nothing to

10ms

#### 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

447ms

#### 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

C



# Performance

### **Browser Timings**

Redirect	Oms	Connect	51ms	Backend	1ms
TTFB	52ms	DOM Int.	118ms	DOM Loaded	187ms
First Paint	373ms	Onload	464ms	Fully Loaded	725ms



# Structure Audits

IMPACT	AUDIT	
High	Avoid enormous network payloads	Total size was 5.73MB
Med	Serve static assets with an efficient cache policy	Potential savings of 3.22MB
Low	Properly size images	Potential savings of 4.85MB
Low	Efficiently encode images	Potential savings of 1.64MB
Low	Serve images in next-gen formats	Potential savings of 2.72MB
Low	Avoid an excessive DOM size	142 elements
Low	Avoid long main-thread tasks	3 long tasks found
Low	Reduce JavaScript execution time	13ms spent executing JavaScript
Low	Remove unused CSS	Potential savings of 36.8KB
Low	Reduce initial server response time	Root document took 1ms
Low	Avoid chaining critical requests	3 chains found
Low	Remove unused JavaScript	Potential savings of 20.1KB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 388ms
N/A	User Timing marks and measures	36 user timings
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 0 ms



## **Structure Audits**

N/A

Replace large JavaScript libraries with smaller alternatives

0 large libraries found