



## Performance Report for: [https://anggie.github.io/Simonangelique\\_4\\_21102020/](https://anggie.github.io/Simonangelique_4_21102020/)

Report generated: Wed, Dec 16, 2020 12:46 PM -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>343ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0</b>
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### Top Issues

IMPACT	AUDIT	
Med	<b>Serve static assets with an efficient cache policy</b>	14 resources found
Low	<b>Serve images in next-gen formats</b>	Potential savings of 236 KiB
Low	<b>Avoid an excessive DOM size</b>	150 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 669 KiB
Low	<b>Properly size images</b>	Potential savings of 19 KiB

### Page Details



Total Page Size - 664KB



Total Page Requests - 20



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.**

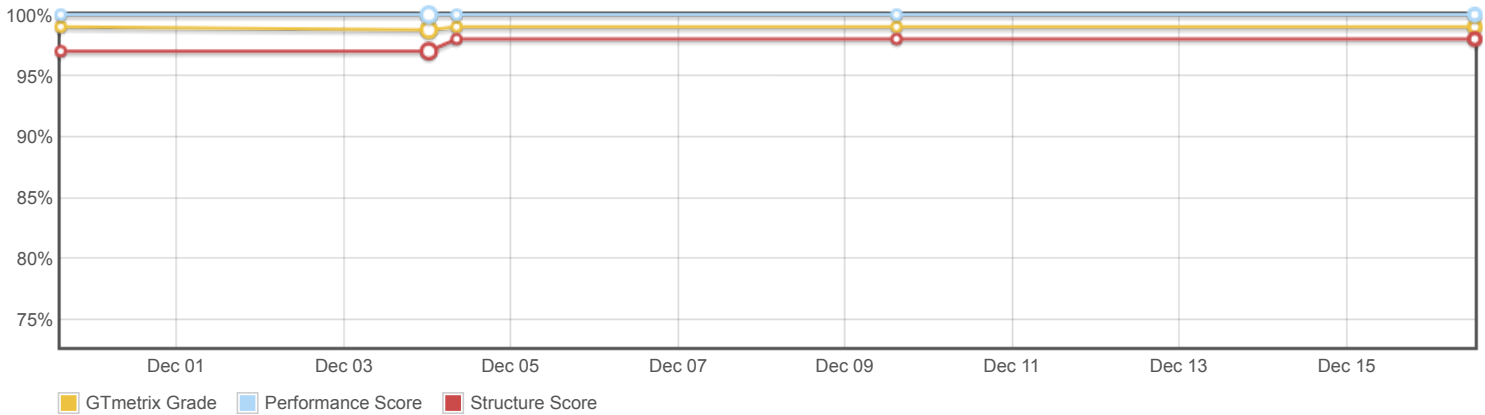
### About GTmetrix

**CARBON60**  
THE MANAGED CLOUD COMPANY

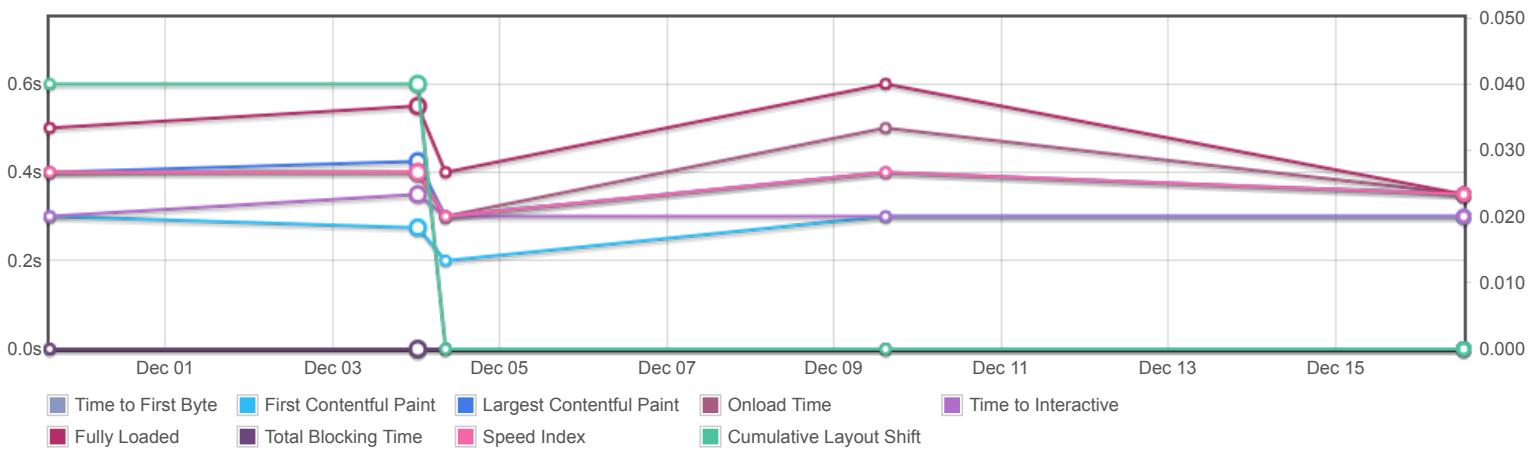
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 24 years experience in web technology.

<https://carbon60.com/>

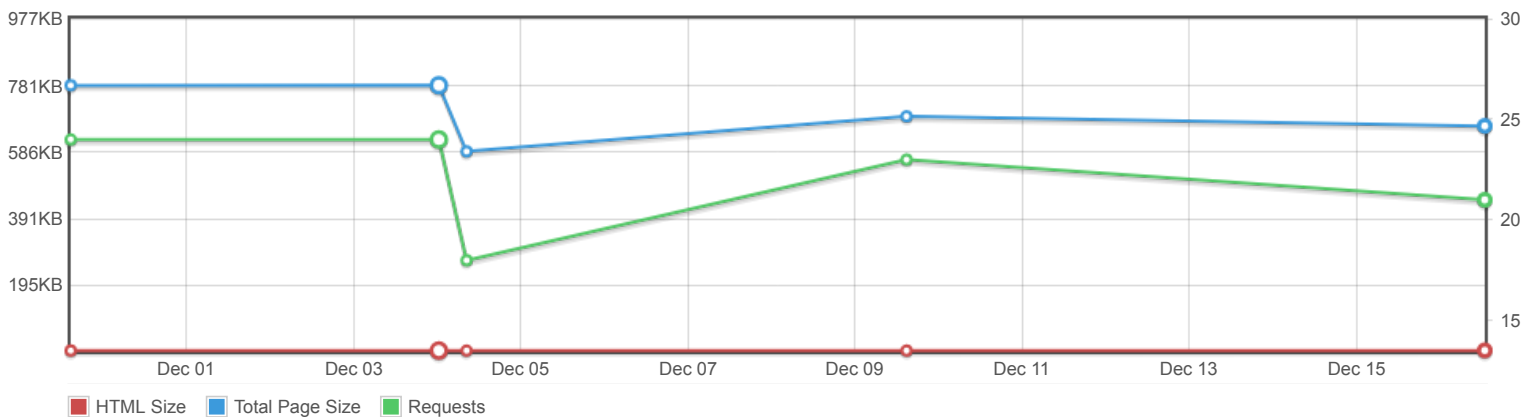
## Page scores



## Page metrics

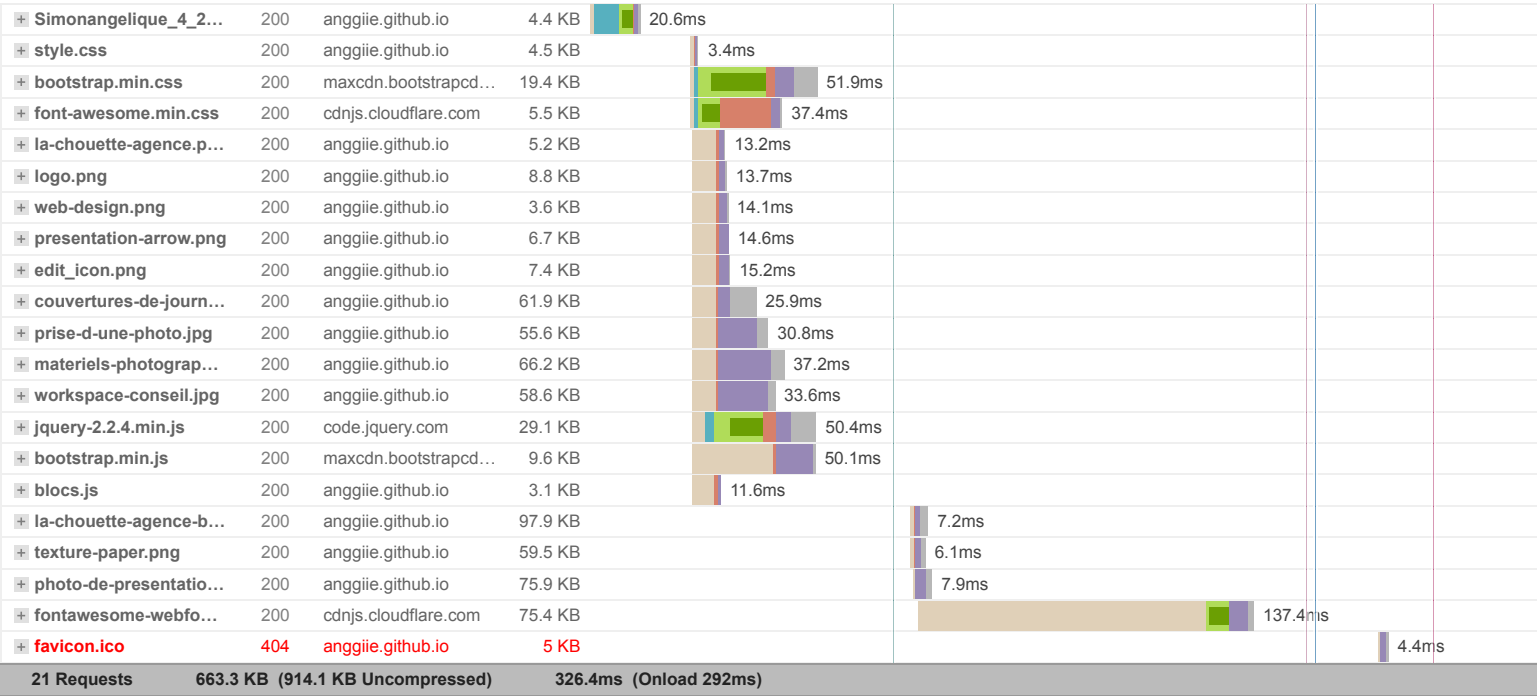


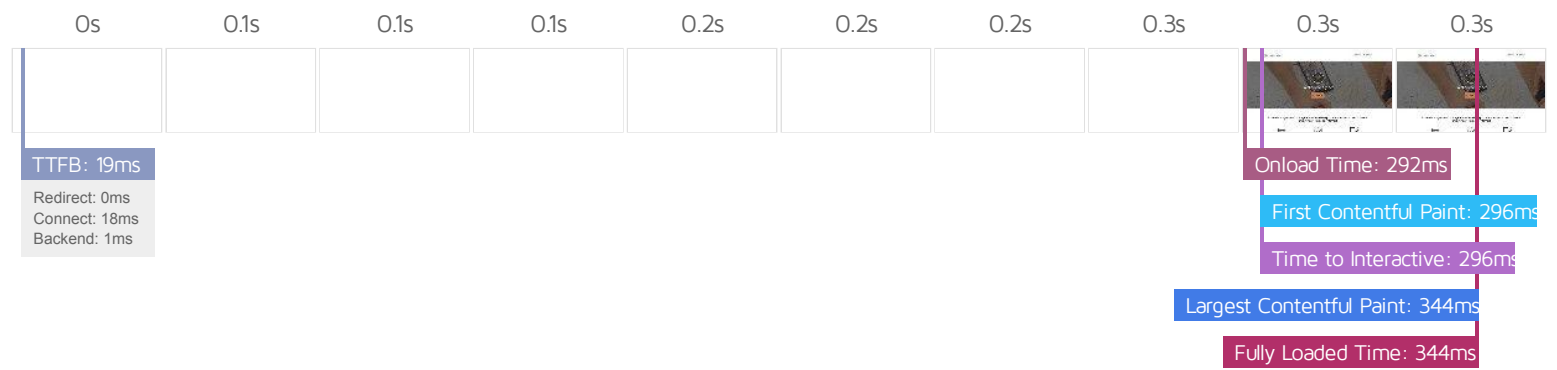
## Page sizes and request counts



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.

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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>296ms</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>296ms</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>305ms</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>343ms</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	18ms	Backend	1ms
TTFB	19ms	DOM Int.	123ms	DOM Loaded	123ms
Onload	292ms	First Paint	296ms	Fully Loaded	344ms

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Low	<b>Avoid enormous network payloads</b>	Total size was 669 KiB
Low	<b>Properly size images</b>	Potential savings of 19 KiB
Low	<b>Efficiently encode images</b>	Potential savings of 144 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>	6 chains found
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	0.3 s
N/A	<b>Reduce the impact of third-party code</b>	Third-party code blocked the main thread for 0 ms
N/A	<b>Replace large JavaScript libraries with smaller alternatives</b>	0 large libraries found
N/A	<b>User Timing marks and measures</b>	