



## Performance Report for: [https://github.com/Quarks44/samuelego\\_4\\_04102021/blob/main...](https://github.com/Quarks44/samuelego_4_04102021/blob/main...)

Report generated: Thu, Oct 14, 2021 4:24 AM -0700  
Test Server Location: Vancouver, Canada  
Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 8.3.0

<b>A</b>	Performance <b>100%</b>	Structure <b>96%</b>	L. Contentful Paint <b>680ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0</b>
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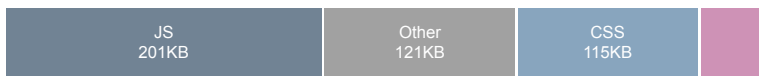
### Top Issues

IMPACT	AUDIT	
Med	Avoid an excessive DOM size	1,990 elements
Low	Use a Content Delivery Network (CDN)	1 resource found
Low	Reduce unused CSS	Potential savings of 101KB
Low	Reduce unused JavaScript	Potential savings of 99KB
Low	Avoid enormous network payloads	Total size was 476KB

### Page Details



Total Page Size - 476KB



Total Page Requests - 33



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.**

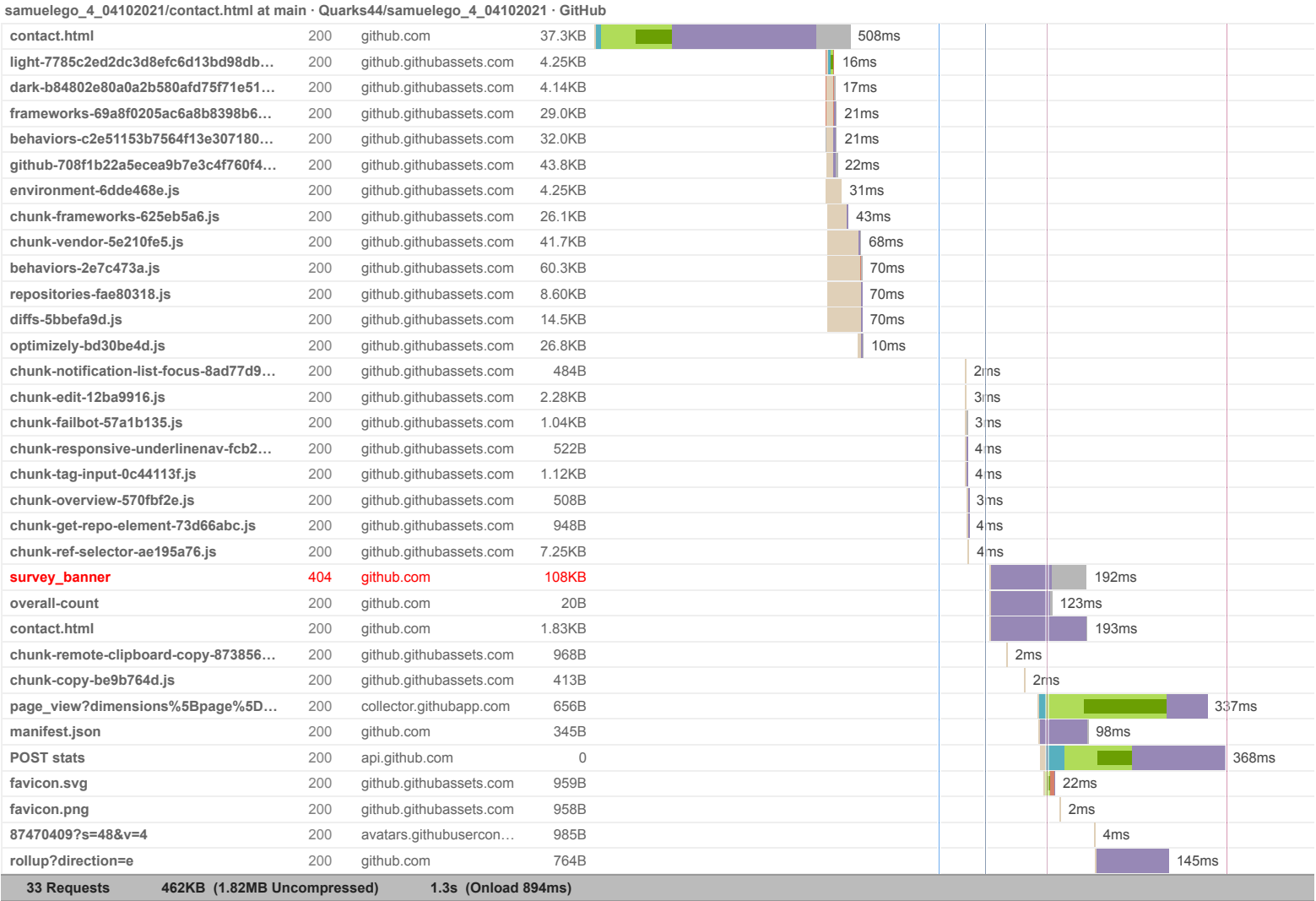
### About GTmetrix

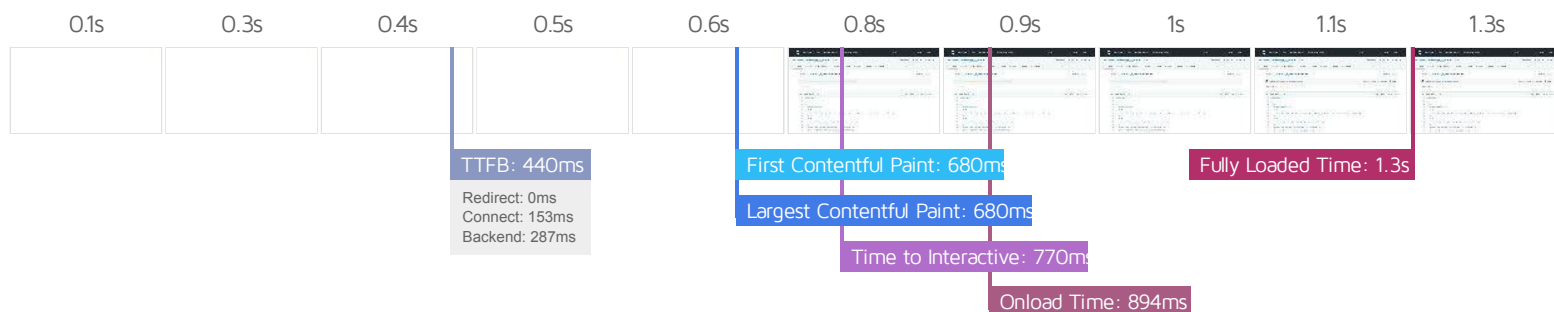
**CARBON60**  
THE MANAGED CLOUD COMPANY

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

<https://carbon60.com/>

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

<b>First Contentful Paint</b> 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 <b>680ms</b>	<b>Time to Interactive</b> 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 <b>769ms</b>
<b>Speed Index</b> How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Good - Nothing to do here <b>724ms</b>	<b>Total Blocking Time</b> 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 <b>0ms</b>
<b>Largest Contentful Paint</b> 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 <b>680ms</b>	<b>Cumulative Layout Shift</b> 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 <b>0</b>

## Browser Timings

Redirect	0ms	Connect	153ms	Backend	287ms
TTFB	440ms	First Paint	680ms	DOM Int.	699ms
DOM Loaded	770ms	Onload	894ms	Fully Loaded	1.3s

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Low	Avoid enormous network payloads	Total size was 476KB
Low	Serve static assets with an efficient cache policy	Potential savings of 1.42KB
Low	Eliminate render-blocking resources	Potential savings of 0 ms
Low	Avoid long main-thread tasks	2 long tasks found
Low	Reduce JavaScript execution time	24ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 286ms
Low	Avoid serving legacy JavaScript to modern browsers	Potential savings of 69B
Low	Avoid large layout shifts	3 elements found
Low	Avoid non-composited animations	3 animated 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	Main-thread busy for 528ms
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code	