## **Executive Summary**



# Performance Report for:

https://github.com/Quarks44/samuelego\_4\_04102021/blob/main...

Report generated: Tue, Oct 5, 2021 12:59 AM -0700

Test Server Location: | Vancouver, Canada

Using: O Chrome (Desktop) 90.0.4430.212, Lighthouse 8.3.0

Connection: Broadband Slow (1.5 Mbps/384 Kbps, 50ms)

Performance Structure 87%

L. Contentful Paint

T. Blocking Time

C. Layout Shift

Oms

O

### Top Issues

IMPACT	AUDIT	
High	Eliminate render-blocking resources	Potential savings of 890ms
Med-High	Avoid an excessive DOM size	3,022 elements
Med-Low	Reduce unused CSS	Potential savings of 101KB
Low	Reduce unused JavaScript	Potential savings of 97.6KB
Low	Use a Content Delivery Network (CDN)	1 resource found

Other

## Page Details

4.0s Fully Loaded Time

Video

#### Total Page Size - 364KB



#### Total Page Requests - 31



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.

#### **About GTmetrix**

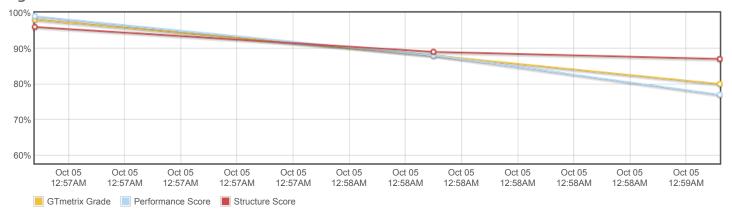


GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

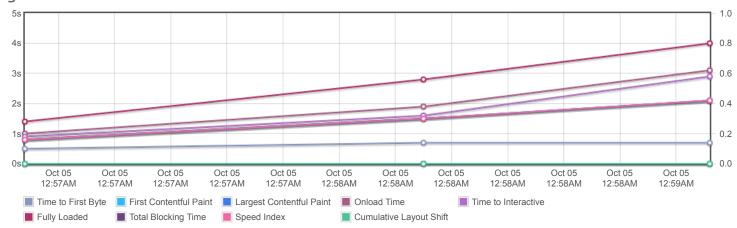
https://carbon60.com/



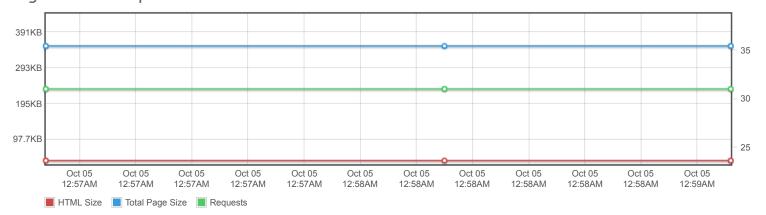
#### Page scores



## Page metrics

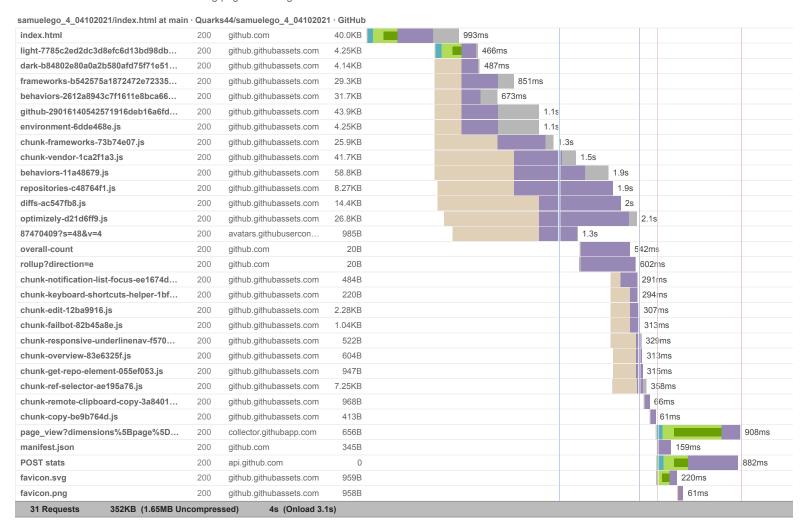


## Page sizes and request counts

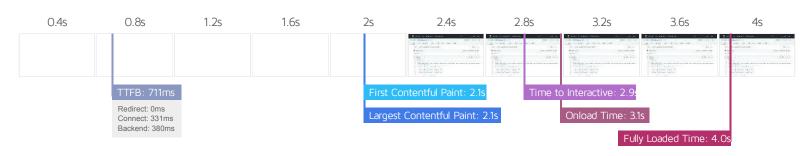




The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.







### 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.	Much longer than recommended 2.1s	Time to Interactive  How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.	OK, but consider improvement 2.9s
Speed Index  How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Longer than recommended 2.1s	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
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.	Longer than recommended 2.1s	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

## **Browser Timings**

Redirect	Oms	Connect	331ms	Backend	380ms
TTFB	711ms	DOM Int.	998ms	First Paint	2.1s
DOM Loaded	2.9s	Onload	3.1s	Fully Loaded	4.0s



# **Structure Audits**

IMPACT	AUDIT	
High	Eliminate render-blocking resources	Potential savings of 890ms
Med-High	Avoid an excessive DOM size	3,022 elements
Med-Low	Reduce unused CSS	Potential savings of 101KB
Low	Reduce unused JavaScript	Potential savings of 97.6KB
Low	Use a Content Delivery Network (CDN)	1 resource found
Low	Avoid chaining critical requests	5 chains found
Low	Avoid enormous network payloads	Total size was 364KB
Low	Serve static assets with an efficient cache policy	Potential savings of 1.42KB
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	45ms spent executing JavaScript
Low	Reduce initial server response time	Root document took 380ms
Low	Avoid serving legacy JavaScript to modern browsers	Potential savings of 69B
Low	Avoid large layout shifts	4 elements found
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	Main-thread busy for 498ms
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code	