



## Performance Report for:

[https://tmekz.github.io/TarigMekkhazni\\_P4\\_30042022/page2.html](https://tmekz.github.io/TarigMekkhazni_P4_30042022/page2.html)

Report generated: Sat, Apr 30, 2022 2:30 AM -0700  
 Test Server Location: London, UK  
 Using: Chrome (Desktop) 98.0.4758.102, Lighthouse 9.3.1  
 Connection: 3G Mobile (1.6 Mbps/768 Kbps, 200ms)

<b>B</b>	Performance <b>75%</b>	Structure <b>91%</b>	L. Contentful Paint <b>2.5s</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0</b>
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### Top Issues

IMPACT	AUDIT	
Med-Low	<b>Minify JavaScript</b>	Potential savings of 3.17KB
Med-Low	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 107KB
Med-Low	<b>Eliminate render-blocking resources</b>	Potential savings of 152ms
Low	<b>Serve images in next-gen formats</b>	Potential savings of 66.5KB
Low	<b>Avoid chaining critical requests</b>	11 chains found

### Page Details



Total Page Size - 122KB



Total Page Requests - 16



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.**

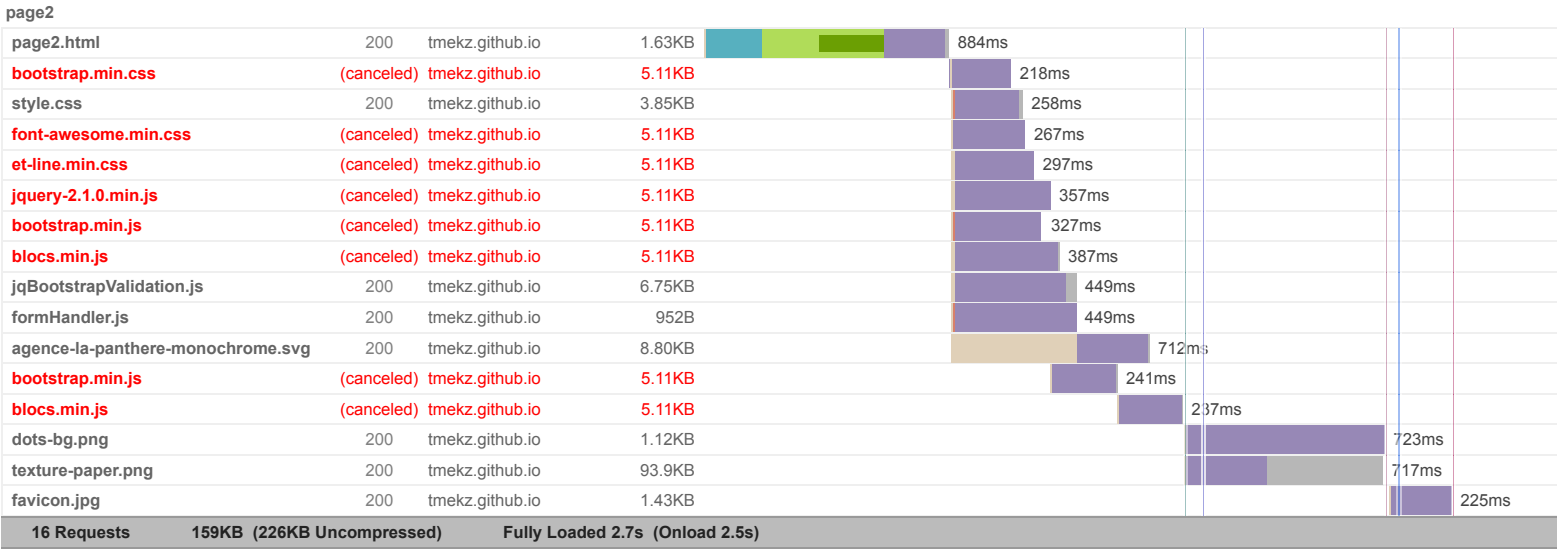
### About GTmetrix

**CARBON60**  
THE MANAGED CLOUD COMPANY

GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 26 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.	Much longer than recommended <b>1.8s</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>1.8s</b>
<b>Speed Index</b> How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Much longer than recommended <b>2.3s</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.	Much longer than recommended <b>2.5s</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	650ms	Backend	220ms
TTFB	870ms	DOM Int.	1.7s	DOM Loaded	1.7s
First Paint	1.8s	Onload	2.5s	Fully Loaded	2.7s

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Med-Low	<b>Eliminate render-blocking resources</b>	Potential savings of 152ms
Low	<b>Serve images in next-gen formats</b>	Potential savings of 66.5KB
Low	<b>Avoid chaining critical requests</b>	11 chains found
Low	<b>Avoid enormous network payloads</b>	Total size was 122KB
Low	<b>Reduce JavaScript execution time</b>	12ms spent executing JavaScript
Low	<b>Reduce initial server response time</b>	Root document took 219ms
N/A	<b>Avoid an excessive DOM size</b>	75 elements
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	Main-thread busy for 171ms
N/A	<b>User Timing marks and measures</b>	
N/A	<b>Reduce the impact of third-party code</b>	