Different "Layers" of Performance Optimization

Startup Time

JS is not the end!

Runtime

Bundle / Script **Size**: Delays initial parsing / execution

Number of **Http Roundtrips** (e.g. because of non-bundled code, third-party library CDNs): Delays initial parsing / execution

Optimize Code Execution, **DOM Access**: Avoid unnecessary code execution, especially unnecessary DOM operations/ repaints

Avoid **Memory Leaks**: Can crash your application in the worst case, but will slow it down in all cases

Find **Code Alternatives** with Better Performance: Especially important for "high-frequency" code parts

Micro-optimizations in your Code: Optimize for a very specific use-case (e.g. data structures for frequent access / changes)