



Performance Report for:

https://anggie.github.io/Simonangelique_4_21102020/

Report generated: Sun, Nov 29, 2020 2:42 PM -0800

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

A	Performance 100%	Structure 98%	L. Contentful Paint 279ms	T. Blocking Time 0ms	C. Layout Shift 0.04
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Top Issues

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	18 resources found
Low	Serve images in next-gen formats	Potential savings of 236 KiB
Low	Avoid an excessive DOM size	138 elements
Low	Avoid enormous network payloads	Total size was 789 KiB
Low	Properly size images	Potential savings of 10 KiB

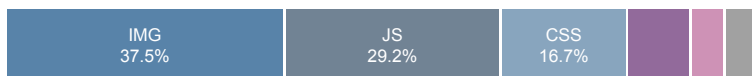
Page Details



Total Page Size - 789KB



Total Page Requests - 24



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.**

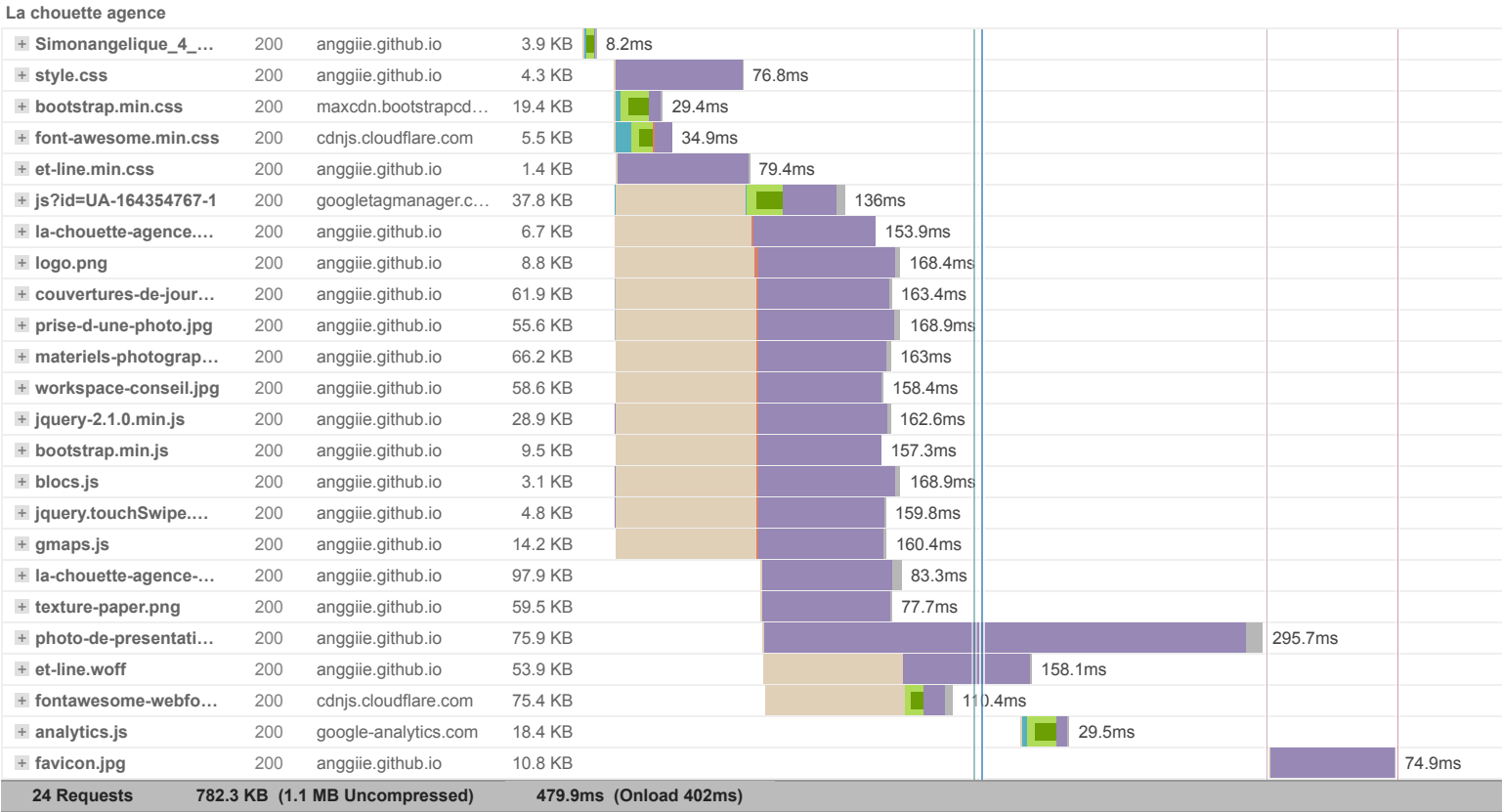
About GTmetrix

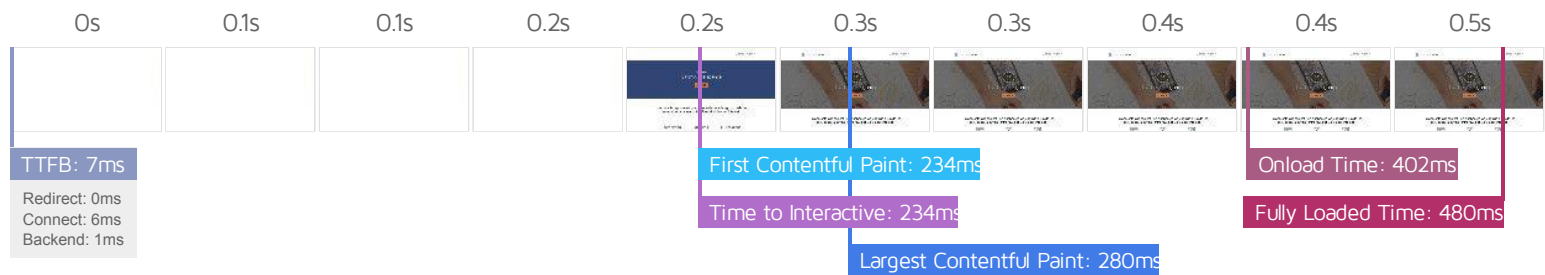
CARBON60
THE MANAGED CLOUD COMPANY

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

<https://carbon60.com/>

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

<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>233ms</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>233ms</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>265ms</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>279ms</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>0.04</p>

Browser Timings

Redirect	0ms	Connect	6ms	Backend	1ms
TTFB	7ms	DOM Int.	188ms	DOM Loaded	230ms
First Paint	234ms	Onload	402ms	Fully Loaded	480ms

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	18 resources found
Low	Serve images in next-gen formats	Potential savings of 236 KiB
Low	Avoid an excessive DOM size	138 elements
Low	Avoid enormous network payloads	Total size was 789 KiB
Low	Properly size images	Potential savings of 10 KiB
Low	Efficiently encode images	Potential savings of 144 KiB
Low	Ensure text remains visible during webfont load	
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	0 s
Low	Remove unused CSS	Potential savings of 19 KiB
Low	Reduce initial server response time	Root document took 0 ms
Low	Avoid large layout shifts	5 elements found
Low	Minify JavaScript	Potential savings of 4 KiB
Low	Avoid chaining critical requests	4 chains found
Low	Remove unused JavaScript	Potential savings of 21 KiB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	0.3 s
N/A	Reduce the impact of third-party code	Third-party code blocked the main thread for 0 ms
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	