

Performance Report for: <https://serenitytravell.web.app/>

Report generated: Sun, May 2, 2021 3:54 PM -0700

Test Server Location: Vancouver, Canada

Using: Chrome (Desktop) 86.0.4240.193,
Lighthouse 6.3.0

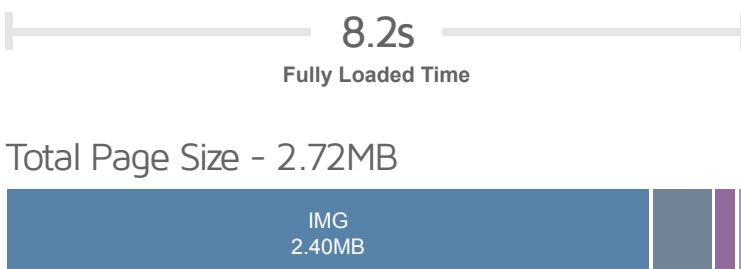
B	Performance 79%	Structure 94%
----------	---------------------------	-------------------------

L. Contentful Paint 2.0s	T. Blocking Time 0ms	C. Layout Shift 0
------------------------------------	--------------------------------	-----------------------------

Top Issues

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	Potential savings of 2.11MB
Low	Avoid enormous network payloads	Total size was 2.72MB
Low	Use a Content Delivery Network (CDN)	1 resource found
Low	Avoid chaining critical requests	6 chains found
Low	Serve images in next-gen formats	Potential savings of 292KB

Page Details



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.**

Total Page Requests - 26



HTML JS CSS IMG Video Font Other

About GTmetrix

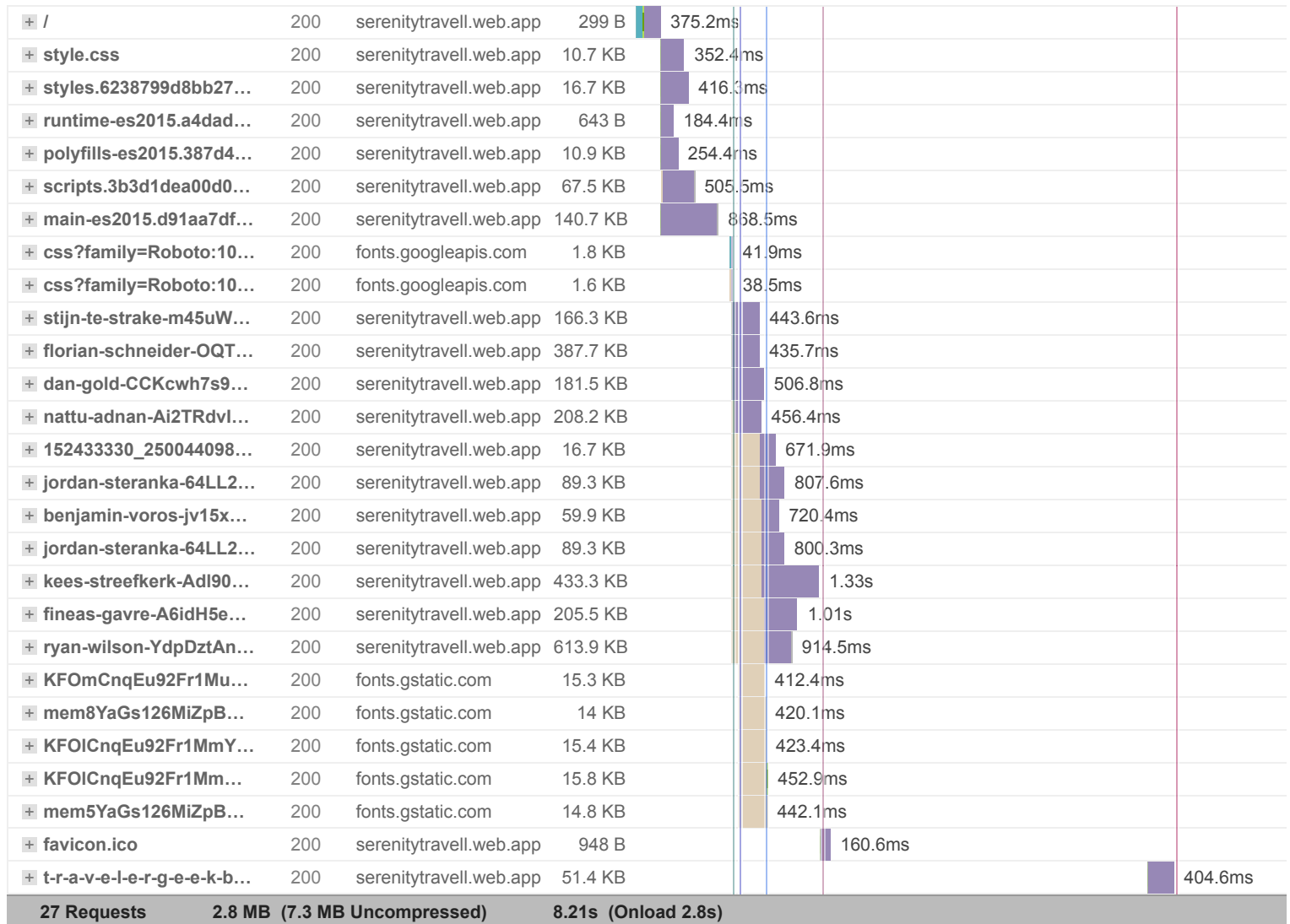
CARBON60
THE MANAGED CLOUD COMPANY

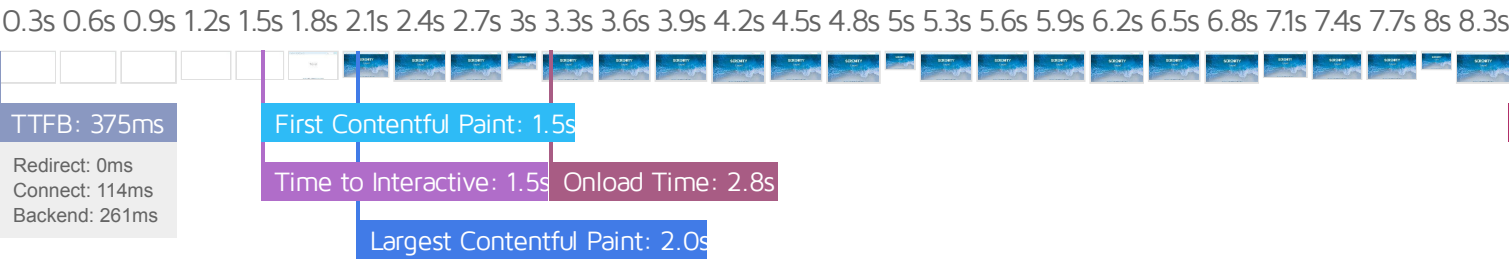
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 25 years experience in web technology.

<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.

HelloWorld





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>Longer than recommended</p> <p>1.5s</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>1.5s</p> <p>Good - Nothing to do here</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>Longer than recommended</p> <p>1.9s</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>0ms</p> <p>Good - Nothing to do here</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>Longer than recommended</p> <p>2.0s</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>0</p> <p>Good - Nothing to do here</p>

Browser Timings

Redirect	0ms	Connect	114ms	Backend	261ms
TTFB	375ms	DOM Int.	394ms	DOM Loaded	1.5s
First Paint	1.5s	Onload	2.8s	Fully Loaded	8.2s

IMPACT	AUDIT	
Med	Serve static assets with an efficient cache policy	Potential savings of 2.11MB
Low	Avoid enormous network payloads	Total size was 2.72MB
Low	Use a Content Delivery Network (CDN)	1 resource found
Low	Avoid chaining critical requests	6 chains found
Low	Serve images in next-gen formats	Potential savings of 292KB
Low	Avoid an excessive DOM size	286 elements
Low	Properly size images	Potential savings of 652KB
Low	Ensure text remains visible during webfont load	5 fonts found
Low	Avoid long main-thread tasks	1 long task found
Low	Reduce JavaScript execution time	149ms spent executing JavaScript
Low	Remove unused CSS	Potential savings of 272KB
Low	Reduce initial server response time	Root document took 261ms
Low	Avoid large layout shifts	5 elements found
Low	Avoid non-composited animations	2 animated elements found
Low	Remove unused JavaScript	Potential savings of 46.1KB
N/A	Largest Contentful Paint element	1 element found

N/A	Minimize main-thread work	Main-thread busy for 593ms
N/A	User Timing marks and measures	36 user timings
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