



## Performance Report for: <https://cdujardin4000.github.io/>

Report generated: Tue, Jun 28, 2022 8:35 PM +0100  
 Test Server Location: London, UK  
 Using: Chrome (Desktop) 98.0.4758.102, Lighthouse 9.3.1

<b>A</b>	Performance <b>100%</b>	Structure <b>99%</b>	L. Contentful Paint <b>395ms</b>	T. Blocking Time <b>0ms</b>	C. Layout Shift <b>0.02</b>
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### Top Issues

IMPACT	AUDIT	
Med-Low	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 156KB
Low	<b>Eliminate render-blocking resources</b>	Potential savings of 11ms
Low	<b>Avoid an excessive DOM size</b>	272 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 325KB
Low	<b>Properly size images</b>	Potential savings of 34.2KB

### Page Details



Total Page Size - 325KB



Total Page Requests - 18



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.**

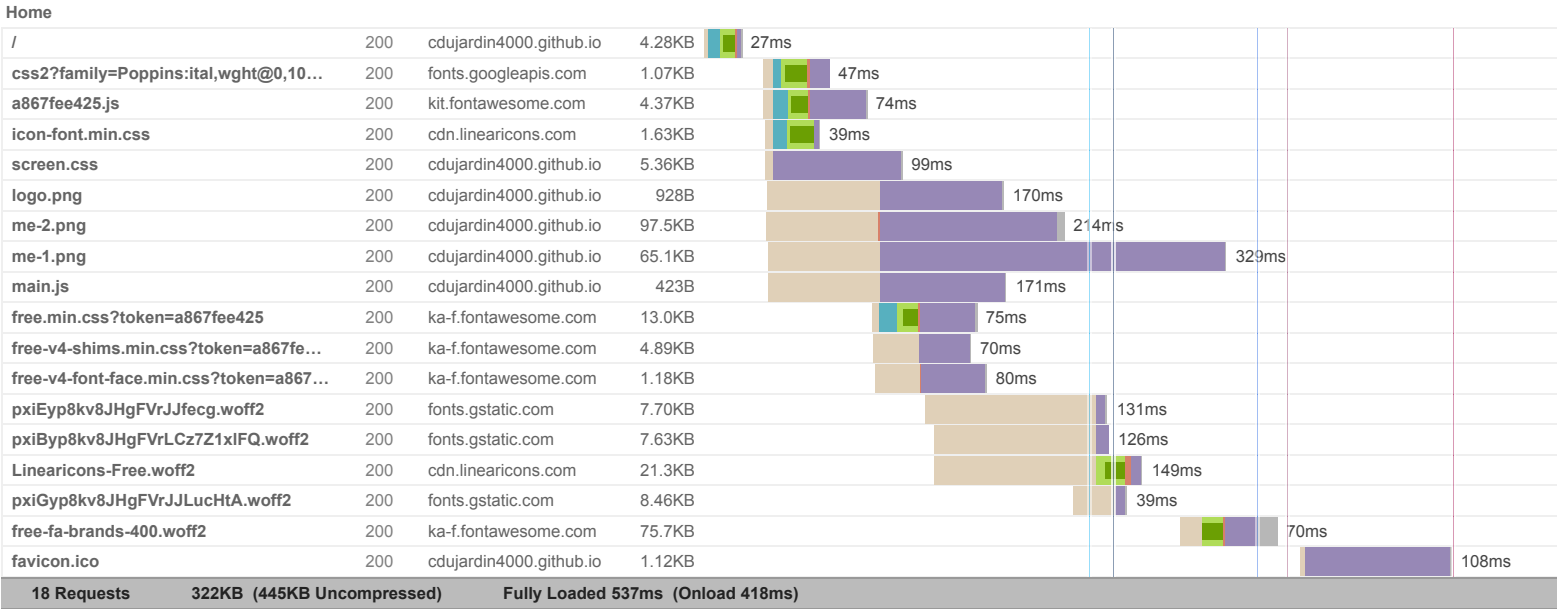
### About GTmetrix

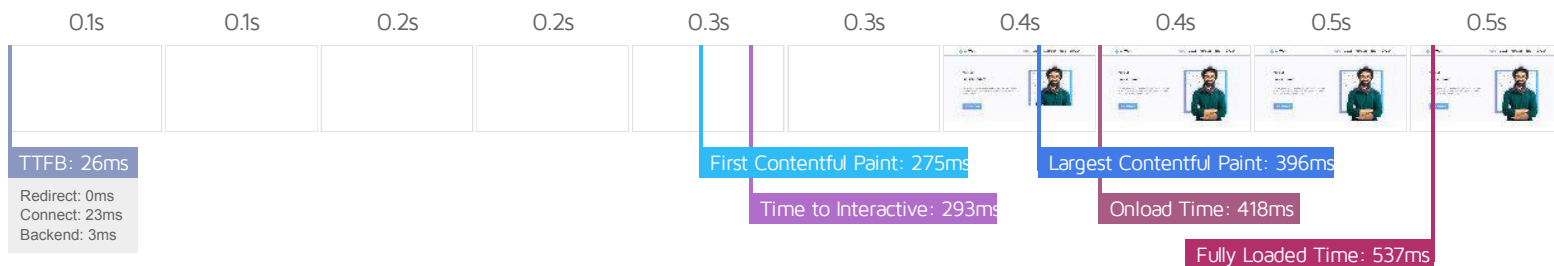
**CARBON60**  
THE MANAGED CLOUD COMPANY

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.	Good - Nothing to do here <b>275ms</b>
<b>Speed Index</b> How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Good - Nothing to do here <b>348ms</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.	Good - Nothing to do here <b>395ms</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>292ms</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>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>0.02</b>

## Browser Timings

Redirect	0ms	Connect	23ms	Backend	3ms
TTFB	26ms	First Paint	275ms	DOM Int.	292ms
DOM Loaded	293ms	Onload	418ms	Fully Loaded	537ms

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Low	<b>Avoid enormous network payloads</b>	Total size was 325KB
Low	<b>Properly size images</b>	Potential savings of 34.2KB
Low	<b>Ensure text remains visible during webfont load</b>	1 font found
Low	<b>Avoid long main-thread tasks</b>	1 long task found
Low	<b>Reduce JavaScript execution time</b>	22ms spent executing JavaScript
Low	<b>Reduce unused CSS</b>	Potential savings of 12.0KB
Low	<b>Serve images in next-gen formats</b>	Potential savings of 104KB
Low	<b>Avoid large layout shifts</b>	5 elements found
Low	<b>Avoid chaining critical requests</b>	8 chains found
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Reduce initial server response time</b>	Root document took 3ms
N/A	<b>Minimize main-thread work</b>	Main-thread busy for 298ms
N/A	<b>Reduce the impact of third-party code</b>	Total size was 125KB
N/A	<b>User Timing marks and measures</b>	