



Performance Report for:

https://sql-dummy-ide.vercel.app/

Report generated: Thu, May 2, 2024 4:23 PM -0700

Test Server Location: Vancouver, Canada

Using: Chrome 117.0.0.0, Lighthouse 11.0.0

<div>A</div>	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	100%	100%	587ms	19ms	0

Top Issues

Low	Avoid an excessive DOM size	TBT	331 elements
Low	Avoid enormous network payloads	LCP	Total size was 710KB
Low	Avoid long main-thread tasks	TBT	1 long task found
Low	Reduce JavaScript execution time	TBT	135ms spent executing JavaScript
Low	Reduce unused CSS	FCP LCP	Potential savings of 40.8KB

Page Details



Total Page Size - 709KB



Total Page Requests - 18



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.**

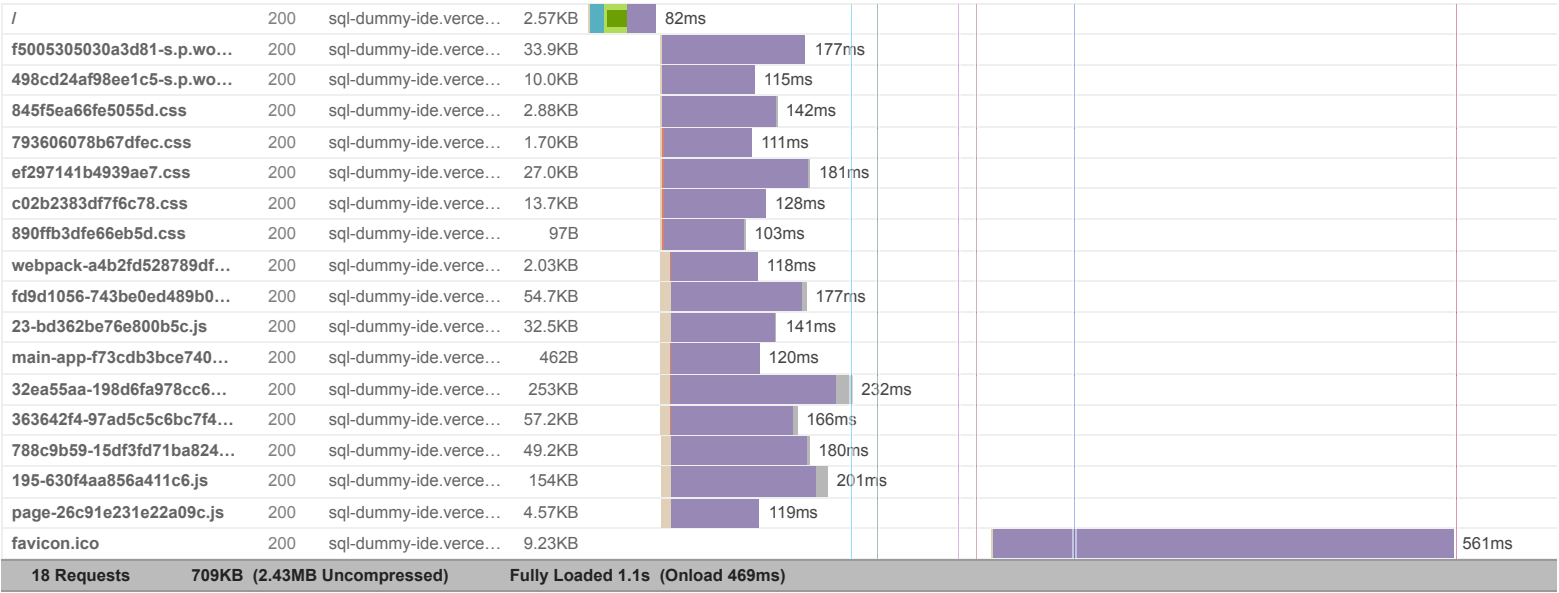
About GTmetrix

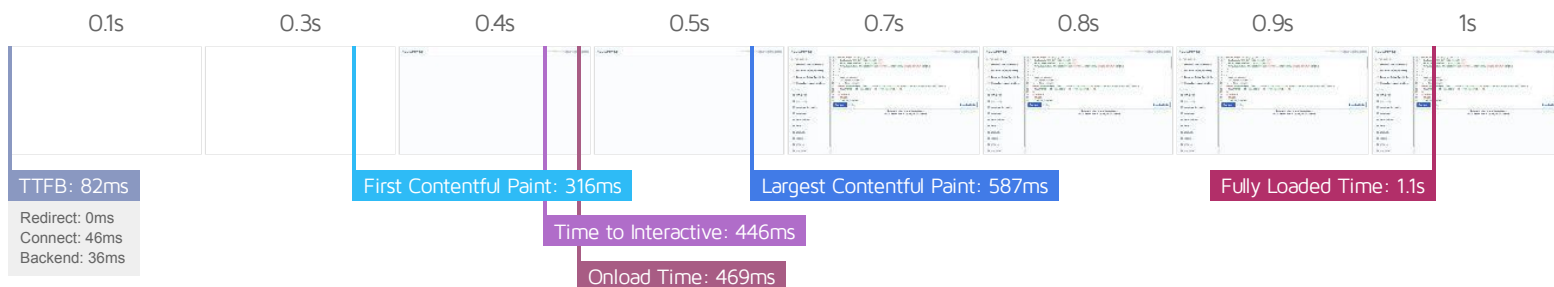
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 28 years experience in web technology.

<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.

SQL Dummy IDE





## 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>315ms</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>445ms</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>571ms</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>19ms</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>587ms</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	46ms	Backend	36ms
TTFB	82ms	First Paint	316ms	DOM Int.	347ms
DOM Loaded	347ms	Onload	469ms	Fully Loaded	1.1s

IMPACT	AUDIT	
Low	<b>Avoid an excessive DOM size</b> TBT	331 elements
Low	<b>Avoid enormous network payloads</b> LCP	Total size was 710KB
Low	<b>Avoid long main-thread tasks</b> TBT	1 long task found
Low	<b>Reduce JavaScript execution time</b> TBT	135ms spent executing JavaScript
Low	<b>Reduce unused CSS</b> FCP LCP	Potential savings of 40.8KB
Low	<b>Avoid chaining critical requests</b> FCP LCP	5 chains found
Low	<b>Reduce unused JavaScript</b> LCP	Potential savings of 416KB
N/A	<b>Largest Contentful Paint element</b> LCP	590 ms
N/A	<b>Eliminate render-blocking resources</b> FCP LCP	Potential savings of 0 ms
N/A	<b>Reduce initial server response time</b> FCP LCP	Root document took 35ms
N/A	<b>Avoid serving legacy JavaScript to modern browsers</b> TBT	Potential savings of 50B
N/A	<b>Minimize main-thread work</b> TBT	Main-thread busy for 349ms
N/A	<b>Avoid large layout shifts</b> CLS	
N/A	<b>User Timing marks and measures</b>	
N/A	<b>Reduce the impact of third-party code</b> TBT	