Adding content to page load time document.

Link : https://wiki.developer.mozilla.org/en-US/docs/Glossary/Page\_load\_time

**Original Source Document.**

<p><span class="seoSummary"><strong>Page load time</strong> is the time it takes for a page to load, measured from <a href="/en-US/docs/Web/API/PerformanceTiming/navigationStart">navigation start</a> to the </span><a href="/en-US/docs/Web/API/PerformanceTiming/loadEventStart"><span class="seoSummary">start of the load event</span>. </a></p>

<pre class="brush: js">

let time = performance.timing;

let pageloadtime = time.loadEventStart - time.navigationStart;</pre>

<p>While page load time&nbsp;'sounds' like the perfect web performance metric, it isn't. Load times can vary greatly between users depending on device capabilities, network conditions, and, to a lesser extent, distance from the server. The development environment, where page load time is measured, is likely an optimal experience, not reflective of your users' reality. In addition, web performance isn't just about when the load event happens. It's also about&nbsp;<a href="/en-US/docs/Glossary/Perceived\_performance">perceived performance</a>, responsiveness, <a href="/en-US/docs/Glossary/Jank">jank</a> and jitter.</p>

<h2 id="See\_also">See also</h2>

<ul>

<li><a href="/en-US/docs/Web/Performance/Navigation\_and\_resource\_timings">Navigation and resource timing</a></li>

<li>{{domxref("PerformanceNavigationTiming")}}</li>

<li>{{domxref("PerformanceResourceTiming")}},</li>

</ul>

**Content I will be adding**

Page load time is measured in seconds and is made up of two different parts.

Network and server time - this is based upon how much fast the internet connection is, and how easily are the static files server such as images or other files.

Browser time - How long does it take for the browser after receiving the document, to parse it, create the document object model and render the whole page making it available for user to interact with it.

Different pages on the same site can also have radically different load times, because of developer decisions like richer design elements, heavier functionality, and more content on a page.

There are several online tools available for determining average page load times, meaning it's possible for the Web development team to focus on streamlining your slowest-loading pages first.

**After adding example to Source document**

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| <p><span class="seoSummary"><strong>Page load time</strong> is the time it takes for a page to load, measured from <a href="/en-US/docs/Web/API/PerformanceTiming/navigationStart">navigation start</a> to the </span><a href="/en-US/docs/Web/API/PerformanceTiming/loadEventStart"><span class="seoSummary">start of the load event</span>. </a></p>  <pre class="brush: js">  let time = performance.timing;  let pageloadtime = time.loadEventStart - time.navigationStart;</pre>  <p>While page load time&nbsp;'sounds' like the perfect web performance metric, it isn't. Load times can vary greatly between users depending on device capabilities, network conditions, and, to a lesser extent, distance from the server. The development environment, where page load time is measured, is likely an optimal experience, not reflective of your users' reality. In addition, web performance isn't just about when the load event happens. It's also about&nbsp;<a href="/en-US/docs/Glossary/Perceived\_performance">perceived performance</a>, responsiveness, <a href="/en-US/docs/Glossary/Jank">jank</a> and jitter.</p>  <p>Page load time is measured in seconds and is made up of two different parts.</p>  <p>Network and server time -&nbsp; this is based upon how much fast the internet connection is,&nbsp; and how easily are the static files server such as images or other files.</p>  <p>Browser time -&nbsp; How long does it take for the browser after receiving the document, to parse it, create the document object model &nbsp;and render the whole page making it available for user to interact with it.</p>  <p>Different pages on the same site can also have radically different load times, because of developer decisions like richer design elements, heavier &nbsp;functionality, and more content on a page.</p>  <p>There are several online tools available for determining average page load times, meaning it's possible for the Web development team to focus on streamlining your slowest-loading pages first.</p>  <h2 id="See\_also">See also</h2>  <ul>  <li><a href="/en-US/docs/Web/Performance/Navigation\_and\_resource\_timings">Navigation and resource timing</a></li>  <li>{{domxref("PerformanceNavigationTiming")}}</li>  <li>{{domxref("PerformanceResourceTiming")}},</li>  </ul> |

**Preview after making changes to the Document.**

**Graphical user interface, text, application, email

Description automatically generated**