

## Part 1 : Website

I had built a website as a part of my HomeWork #2 ( [www.hariharanm.com](http://www.hariharanm.com) ). I tested it using webpagetest.org 's automatic webpage tester.



### Performance Results (Median Run)

	Load Time	First Byte	Start Render	Speed Index	Document Complete			Fully Loaded				
					Time	Requests	Bytes In	Time	Requests	Bytes In	Certificates	Cost
First View (Run 2)	2.002s	0.327s	1.192s	1291	2.002s	27	532 KB	2.412s	29	536 KB	18 KB	\$\$.---



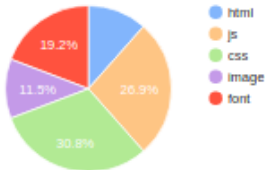
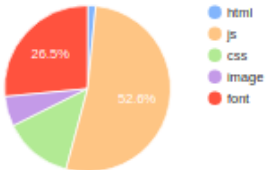
[Plot Full Results](#)

### Test Results


#### Run 1:

	Waterfall	Screen Shot
First View (1.825s)		

#### Run 2:

	Waterfall	Screen Shot
First View (2.002s)		
<a href="#">Content Breakdown</a>	<p><b>Requests</b></p>  <p>● html ● js ● image ● font</p>	<p><b>Bytes</b></p>  <p>● html ● js ● image ● font</p>

#### Run 3:

	Waterfall	Screen Shot
First View (6.346s)		

It had scored alright on all aspects except browser caching. This means that a person who visits my website repeatedly will have to download almost everything every single time.

## Leverage browser caching of static assets: 39/100

FAILED - (No max-age or expires) - <http://hariharanm.com/>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/images/profile.jpg>  
FAILED - (No max-age or expires) - <https://hariharanm.com/favicon.ico>  
FAILED - (No max-age or expires) - <https://friendlychat-e70c9.firebaseio.com/scripts/main.js>  
FAILED - (No max-age or expires) - [https://friendlychat-e70c9.firebaseio.com/\\_\\_/firebase/init.js](https://friendlychat-e70c9.firebaseio.com/__/firebase/init.js)  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/css/images/bg.png>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/plugins/bootstrap/css/bootstrap.min.css>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/plugins/font-awesome/fonts/fontawesome-webfont.woff?v=4.7.0>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/js/main.js>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/plugins/bootstrap/js/bootstrap.min.js>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/plugins/jquery-1.11.3.min.js>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/css/styles.css>  
FAILED - (No max-age or expires) - <https://hariharanm.com/assets/plugins/font-awesome/css/font-awesome.css>  
FAILED - (No max-age or expires) - <https://friendlychat-e70c9.firebaseio.com/.ws?v=5>  
WARNING - (60.0 minutes) - <https://friendlychat-e70c9.firebaseio.com/>  
WARNING - (60.0 minutes) - <https://friendlychat-e70c9.firebaseio.com/styles/main.css>  
WARNING - (60.0 minutes) - [https://friendlychat-e70c9.firebaseio.com/images/profile\\_placeholder.png](https://friendlychat-e70c9.firebaseio.com/images/profile_placeholder.png)  
WARNING - (24.0 hours) - <https://fonts.googleapis.com/css?family=Roboto:400,500,400italic,300italic,300,500italic,700,700italic,900,900italic>  
WARNING - (24.0 hours) - <https://fonts.googleapis.com/icon?family=Material+Icons>  
WARNING - (24.0 hours) - <https://fonts.googleapis.com/css?family=Roboto:regular,bold,italic,thin,light,bolditalic,black,medium&lang=en>

I also found that I could have compressed my images to save a lot of bandwidth.

## Use gzip compression for transferring compressable responses: 81/100

272.2 KB total in compressible text, target size = 222.7 KB - potential savings = **49.5 KB**

FAILED - (60.7 KB, compressed = 11.2 KB - savings of **49.5 KB**) - <https://code.getmdl.io/1.1.3/material.min.js>

## Compress Images: 86/100

23.2 KB total in images, target size = 20.2 KB - potential savings = **3.0 KB**

WARNING - (11.2 KB, compressed = 8.1 KB - savings of **3.0 KB**) - <https://hariharanm.com/assets/images/profile.jpg>

## Use Progressive JPEGs: 0/100

0.0 KB of a possible 11.2 KB (0%) were from progressive JPEG images

FAILED (11.2 KB) - <https://hariharanm.com/assets/images/profile.jpg>

## Part 2: Android App

I decided to use an app that I had built almost a year ago ( It is also on the play store <https://play.google.com/store/apps/details?id=in.alcheringa.alcher17> ). This app is mostly static but contains a lot of images and animations. I decided to test whether the app can run properly on the top devices being used today.















[Unique problems](#) [Devices](#) [Screenshots](#) [Parsing result](#)

Unique problems

1 Unique failure found

4 Built-in Explorer Test failed

Devices

Device	Test results	Total minutes
<input type="text"/>		
 Amazon Kindle Fire HDX 7 (2013)	4.4.3  1  2	00:07:36
 LG G Pad 7.0" (AT&T)	4.4.2  1  2	00:07:55
 Samsung Galaxy S5 (T-Mobile)	4.4.2  1  2	00:08:10
 Samsung Galaxy S6 (Verizon)	6.0.1  3	00:03:07
 Samsung Galaxy Tab 4 10.1" (WiFi)	4.4.2  1  2	00:07:58

It failed the Built-in File Explorer test for almost all the cases. So I decided to look into the logs to find out what the problem was.

Source	Time	PID	Level	Tag	Message
<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	Error	<input type="text" value=""/>	<input type="text" value=""/>
Device	04:12.240	1471	Error	GmsClient	unable to connect to service: com.google.android.gms.playlog.service.START
Device	04:14.260	255	Error	SMD	DCD ON
Device	04:17.260	255	Error	SMD	DCD ON
Device	04:19.260	17039	Error	dalvikvm-heap	Out of memory on a 50003512-byte allocation.
Device	04:19.270	17039	Error	AndroidRuntime	FATAL EXCEPTION: main
Device	04:19.270	17039	Error	AndroidRuntime	Process: in.alcheringa.alcher17, PID: 17039
Device	04:19.270	17039	Error	AndroidRuntime	java.lang.OutOfMemoryError
Device	04:19.270	17039	Error	AndroidRuntime	at android.graphics.BitmapFactory.nativeDecodeAsset(Native Method)
Device	04:19.270	17039	Error	AndroidRuntime	at android.graphics.BitmapFactory.decodeStream(BitmapFactory.java:683)
Device	04:19.270	17039	Error	AndroidRuntime	at android.graphics.BitmapFactory.decodeResourceStream(BitmapFactory.java:884)
Device	04:19.270	17039	Error	AndroidRuntime	at android.graphics.drawable.Drawable.createFromResourceStream(DrawableFactory.java:103)
Device	04:19.270	17039	Error	AndroidRuntime	at android.content.res.Resources.loadDrawable(Resources.java:3457)
Device	04:19.270	17039	Error	AndroidRuntime	at android.content.res.Resources.getDrawable(Resources.java:1921)
Device	04:19.270	17039	Error	AndroidRuntime	at in.alcheringa.alcher17.Map.onCreate(Map.java:79)
Device	04:19.270	17039	Error	AndroidRuntime	at android.app.Activity.performCreate(Activity.java:5451)

This says that I had a problem with the drawable. After watching the video, I found that the issue was with the resolution of an image I had used for a map. The image was just too huge and when it was zoomed it gave an **OutOfMemoryError**.