### There were issues affecting this run of Lighthouse:

• There may be stored data affecting loading performance in this location: IndexedDB. Audit this page in an incognito window to prevent those resources from affecting your scores.



# Performance

Values are estimated and may vary. The <u>performance score</u> <u>is calculated</u> directly from these metrics. <u>See calculator.</u>

0-49

50-89

90-100



First Contentful Paint

O.3 s

Speed Index

O.3 s

Total Blocking Time

O.3 s

Largest Contentful Paint

0.3 s

**Cumulative Layout Shift** 

0



Show audits relevant to: All FCP TBT LCP CLS

#### DIAGNOSTICS

Serve static assets with an efficient cache policy  $\,$  —  $\,$   $\,$   $\,$  resources found

A long cache lifetime can speed up repeat visits to your page. Learn more.

URL	Cache TTL	Transfer Size
assets/index.fe4332f0.js (joskapotin.github.io)	10 m	64 KiB
assets/EmployeesList.f9f24283.js (joskapotin.github.io)	10 m	4 KiB
assets/EmployeesList.18b84f65.css (joskapotin.github.io)	10 m	2 KiB
assets/index.0f11f824.css (joskapotin.github.io)	10 m	1 KiB
assets/selectors.ba66e7a1.js (joskapotin.github.io)	10 m	0 KiB

## O Avoid chaining critical requests — 4 chains found

The Critical Request Chains below show you what resources are loaded with a high priority. Consider reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load. <u>Learn more</u>. FCP LCP

Maximum critical path latency: 220 ms

Initial Navigation

/joskapotin\_14\_27052022/ (joskapotin.github.io)

- ...assets/index.fe4332f0.js (joskapotin.github.io)
  - ...assets/EmployeesList.18b84f65.css (joskapotin.github.io) 50 ms, 2.21 KiB
    - ...assets/EmployeesList.f9f24283.js (joskapotin.github.io) 40 ms, 3.54 KiB
    - ...assets/selectors.ba66e7a1.js (joskapotin.github.io) 50 ms, 0.39 KiB
- ...assets/index.0f11f824.css (joskapotin.github.io) 80 ms, 1.24 KiB

## O Keep request counts low and transfer sizes small — 6 requests • 72 KiB

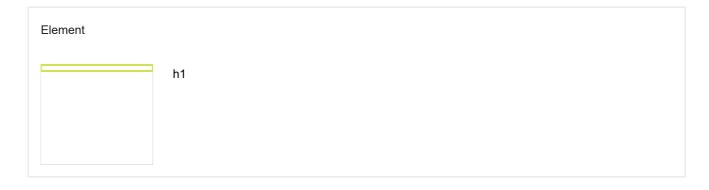
To set budgets for the quantity and size of page resources, add a budget.json file. Learn more.

Resource Type	Requests	Transfer Size
Total	6	72.1 KiB
Script	3	68.2 KiB
Stylesheet	2	3.4 KiB
Document	1	0.5 KiB
Image	0	0.0 KiB

Resource Type	Requests	Transfer Size
Media	0	0.0 KiB
Font	0	0.0 KiB
Other	0	0.0 KiB
Third-party	0	0.0 KiB

○ Largest Contentful Paint element — 1 element found

This is the largest contentful element painted within the viewport. Learn More [LCP]



Avoid long main-thread tasks — 1 long task found

Lists the longest tasks on the main thread, useful for identifying worst contributors to input delay. Learn more [TBT]

URL	Start Time	Duration
<pre>chrome-extension://bnjjngeaknajbdcgpfkgnonkmififhfo/build/content-script.js</pre>	260 ms	63 ms

More information about the performance of your application. These numbers don't directly affect the Performance score.

Eliminate render-blocking resources

Resources are blocking the first paint of your page. Consider delivering critical JS/CSS inline and deferring all non-critical JS/styles. Learn more. FCP LCP

Properly size images

Serve images that are appropriately-sized to save cellular data and improve load time. <u>Learn more</u>.

Defer offscreen images		^
Consider lazy-loading offscreen and hidden images after all critical resources have interactive. <u>Learn more</u> .	finished loading to lower til	me to
Minify CSS		^
Minifying CSS files can reduce network payload sizes. <u>Learn more</u> . FCP LCP		
Minify JavaScript		^
Minifying JavaScript files can reduce payload sizes and script parse time. Learn mo	ore. FCP LCP	
Reduce unused CSS		^
Reduce unused rules from stylesheets and defer CSS not used for above-the-fold onetwork activity. Learn more. FCP LCP	content to decrease bytes o	consumed by
Reduce unused JavaScript — Potential savings of 23 KiB		^
Reduce unused JavaScript and defer loading scripts until they are required to decreactivity. <u>Learn more</u> . <u>LCP</u>	ease bytes consumed by n	etwork
URL	Transfer Size	Potential Savings
assets/index.fe4332f0.js (joskapotin.github.io)	64.3 KiB	22.5 KiB
Efficiently encode images		^
Optimized images load faster and consume less cellular data. <u>Learn more</u> .		
Serve images in next-gen formats		^
Image formats like WebP and AVIF often provide better compression than PNG or and less data consumption. <u>Learn more</u> .	JPEG, which means faster	downloads
Enable text compression		^
Text-based resources should be served with compression (gzip, deflate or brotli) to more. FCP [LCP]	minimize total network byte	es. <u>Learn</u>

Preconnect to required origins	^
Consider adding `preconnect` or `dns-prefetch` resource hints to establish early connections to important <a href="Learn more">Learn more</a> . FCP <a href="LCP">LCP</a>	third-party origins.
Initial server response time was short — Root document took 40 ms	^
Keep the server response time for the main document short because all other requests depend on it. Lea	rn more. (FCP)
URL	Time Spent
/joskapotin_14_27052022/ (joskapotin.github.io)	40 ms
Avoid multiple page redirects	^
Redirects introduce additional delays before the page can be loaded. <u>Learn more</u> . <u>FCP</u> <u>LCP</u>	
Preload key requests	^
Consider using ` <link rel="preload"/> ` to prioritize fetching resources that are currently requested later in pamore. FCP LCP	ge load. <u>Learn</u>
Use HTTP/2	^
HTTP/2 offers many benefits over HTTP/1.1, including binary headers and multiplexing. <u>Learn more</u> .	
Use video formats for animated content	^
Large GIFs are inefficient for delivering animated content. Consider using MPEG4/WebM videos for anim PNG/WebP for static images instead of GIF to save network bytes. Learn more CCP	ations and
Remove duplicate modules in JavaScript bundles	^
Remove large, duplicate JavaScript modules from bundles to reduce unnecessary bytes consumed by ne	twork activity.
Avoid serving legacy JavaScript to modern browsers	^
Polyfills and transforms enable legacy browsers to use new JavaScript features. However, many aren't new modern browsers. For your bundled JavaScript, adopt a modern script deployment strategy using module detection to reduce the amount of code shipped to modern browsers, while retaining support for legacy be More TBT	/nomodule feature
Preload Largest Contentful Paint image	

Preload the image used by the LCP element in order to improve your LCP time. Learn more. [LCP]

Avoids enormous network payloads — Total size was 72 KiB

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Large network payloads cost users real money and are highly correlated with long load times. <u>Learn more</u>. <u>LCP</u>

URL	Transfer Size
assets/index.fe4332f0.js (joskapotin.github.io)	64.3 KiB
assets/EmployeesList.f9f24283.js (joskapotin.github.io)	3.5 KiB
assets/EmployeesList.18b84f65.css (joskapotin.github.io)	2.2 KiB
assets/index.0f11f824.css (joskapotin.github.io)	1.2 KiB
/joskapotin_14_27052022/ (joskapotin.github.io)	0.5 KiB
assets/selectors.ba66e7a1.js (joskapotin.github.io)	0.4 KiB

Avoids an excessive DOM size — 146 elements

^

A large DOM will increase memory usage, cause longer <u>style calculations</u>, and produce costly <u>layout reflows</u>. <u>Learn more</u>. (TBT)

Statistic	Element	Value
Total DOM Elements		146
Maximum DOM Depth	th.sorting.sorting_asc	9
Maximum Child Elements	tbody.table-group-divider	10

User Timing marks and measures

-

Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. <u>Learn more</u>.

JavaScript execution time — 0.1 s

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. <u>Learn more</u>. (TBT)

URL	Total CPU	Script	Script
	Time	Evaluation	Parse
<pre>chrome- extension://bnjjngeaknajbdcgpfkgnonkmififhfo/build/content- script.js</pre>	77 ms	43 ms	30 ms

Minimizes main-thread work — 0.2 s

Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. Learn more (TBT)

Category	Time Spent
Script Evaluation	89 ms
Other	49 ms
Script Parsing & Compilation	33 ms
Style & Layout	31 ms
Rendering	6 ms
Parse HTML & CSS	1 ms

All text remains visible during webfont loads

Leverage the font-display CSS feature to ensure text is user-visible while webfonts are loading. Learn more. FCP [CCP]

Minimize third-party usage

Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. <a href="Learn more">Learn more</a>. <a href="TBT">(TBT)</a>

Lazy load third-party resources with facades

Some third-party embeds can be lazy loa	aded. Consider replacing them with a fac	cade until they are required. <u>Learn mo</u>	<u>re</u> .
Largest Contentful Paint image was not	ot lazily loaded		^
Above-the-fold images that are lazily loa <u>Learn more</u> .	ded render later in the page lifecycle, wh	nich can delay the largest contentful pa	aint.
Avoid large layout shifts			^
These DOM elements contribute most to	the CLS of the page. CLS		
Uses passive listeners to improve scro	olling performance		^
Consider marking your touch and wheel more.	event listeners as `passive` to improve y	your page's scroll performance. <u>Learn</u>	
Avoids document.write()			^
For users on slow connections, external seconds. <u>Learn more</u> .	scripts dynamically injected via `docume	ent.write()` can delay page load by ten	s of
Avoid non-composited animations			^
Animations which are not composited ca	n be janky and increase CLS. <u>Learn mo</u>	ore CLS	
Image elements have explicit width an	nd height		^
Set an explicit width and height on image	e elements to reduce layout shifts and in	nprove CLS. <u>Learn more</u> CLS	
Has a <meta name="viewport"/> tag with	width <b>Or</b> initial-scale		^
A ` <meta name="viewport"/> ` not only op to user input. Learn more. TBT	otimizes your app for mobile screen sizes	s, but also prevents <u>a 300 millisecond</u>	<u>delay</u>
Avoids unload event listeners			^
The `unload` event does not fire reliably Use `pagehide` or `visibilitychange` ever		optimizations like the Back-Forward Ca	ache.
Captured at Aug 4, 2022,	Emulated Desktop with	Single page load	

with devtools

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