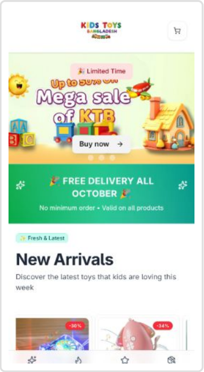
http://localhost:3000/


KIDS TOYS
Limited Time
Up to 50% OFF
Mega sale of KTB
Buy now →
FREE DELIVERY ALL OCTOBER
No minimum order • Valid on all products
Fresh & Latest
New Arrivals
Discover the latest toys that kids are loving this week

Performance

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

▲ 0–49 50–89 90–100

METRICS

Expand view

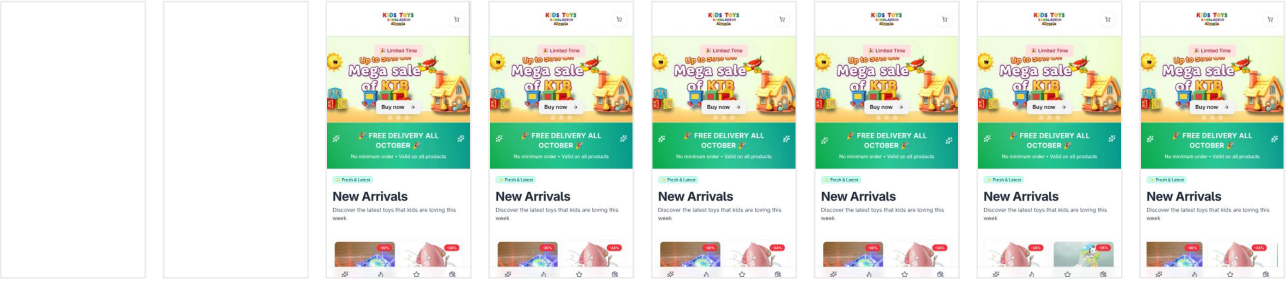
First Contentful Paint
1.1 s

▲ Largest Contentful Paint
10.9 s

▲ Total Blocking Time
14,860 ms

Cumulative Layout Shift
0

▲ Speed Index
8.7 s



Later this year, insights will replace performance audits. Learn more and provide feedback here.

Go back to audits

Show audits relevant to: All FCP LCP TBT

INSIGHTS

▲ Use efficient cache lifetimes — Est savings of 251 KiB

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

Request	Cache TTL	Transfer Size
Facebook Social		196 KiB
...config/754...?v=... (connect.facebook.net)	20m	109 KiB
/en_US/fbevents.js (connect.facebook.net)	20m	86 KiB
/tr/?id=... (www.facebook.com)	None	0 KiB
posthog.com		83 KiB
/static/recorder.js?v=1.264.2 (us-assets.i.posthog.com)	5m	40 KiB
/static/surveys.js?v=1.264.2 (us-assets.i.posthog.com)	5m	28 KiB
/static/exception-autocapture.js?v=1.264.2 (us-assets.i.posthog.com)	5m	4 KiB
/static/web-vitals.js?v=1.264.2 (us-assets.i.posthog.com)	5m	4 KiB
/static/dead-clicks-autocapture.js?v=1.264.2 (us-assets.i.posthog.com)	4h	5 KiB
...phc_XoyFV.../config.js (us-assets.i.posthog.com)	5m	2 KiB

▲ Legacy JavaScript — Est savings of 75 KiB

Polyfills and transforms enable older browsers to use new JavaScript features. However, many aren't necessary for modern browsers. Consider modifying your JavaScript build process to not transpile Baseline features, unless you know you must support older browsers. Learn why most sites can deploy ES6+ code without transpiling FCP LCP

☐ Show 3rd-party resources (4)

URL		Wasted bytes
localhost 1st Party		20.2 KiB
...chunks/134-5d9ecbf047f1d14c.js (localhost)		11.6 KiB
...chunks/134-5d9ecbf047f1d14c.js:1:49157 (localhost)	`Array.prototype.at`	
...chunks/134-5d9ecbf047f1d14c.js:1:48545 (localhost)	`Array.prototype.flat`	
...chunks/134-5d9ecbf047f1d14c.js:1:48658 (localhost)	`Array.prototype.flatMap`	
...chunks/134-5d9ecbf047f1d14c.js:1:49034 (localhost)	`Object.fromEntries`	
...chunks/134-5d9ecbf047f1d14c.js:1:49292 (localhost)	`Object.hasOwn`	
...chunks/134-5d9ecbf047f1d14c.js:1:48287 (localhost)	`String.prototype.trimEnd`	
...chunks/134-5d9ecbf047f1d14c.js:1:48202 (localhost)	`String.prototype.trimStart`	
...chunks/a9ed3cec-2650decb0e40dec2.js (localhost)		8.6 KiB
...chunks/a9ed3cec-2650decb0e40dec2.js:1:19051 (localhost)	`Math.trunc`	

▲ Render blocking requests — Est savings of 60 ms

Requests are blocking the page's initial render, which may delay LCP. Deferring or inlining can move these network requests out of the critical path. FCP LCP

URL	Transfer Size	Duration
localhost 1st Party	**23.8 KiB**	**670 ms**
...css/863b89ef54c83f1a.css (localhost)	21.8 KiB	330 ms
...css/330a1f271ab694c3.css (localhost)	2.0 KiB	330 ms

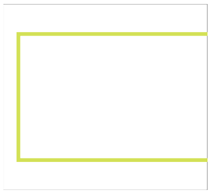
▲ LCP request discovery

Optimize LCP by making the LCP image discoverable from the HTML immediately, and avoiding lazy-loading LCP

fetchpriority=high should be applied

Request is discoverable in initial document

lazy load not applied



img.object-cover

▲ Network dependency tree

Avoid chaining critical requests by reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load. LCP

Maximum critical path latency: **269 ms**

Initial Navigation

http://localhost:3000 - **158 ms,** 24.47 KiB

...css/863b89ef54c83f1a.css (localhost) - **269 ms,** 21.80 KiB

...css/330a1f271ab694c3.css (localhost) - **228 ms,** 1.99 KiB

Preconnected origins

preconnect hints help the browser establish a connection earlier in the page load, saving time when the first request for that origin is made. The following are the origins that the page preconnected to.

Origin	Source
https://res.cloudinary.com/	link
Unused preconnect. Only use `preconnect` for origins that the page is likely to request.	
https://us.i.posthog.com/	link
https://us-assets.i.posthog.com/	link
Unused preconnect. Check that the `crossorigin` attribute is used properly.	
https://connect.facebook.net/	link

Preconnect candidates

Add preconnect hints to your most important origins, but try to use no more than 4.

Origin	Est LCP savings
https://us-assets.i.posthog.com	320 ms

Improve image delivery — Est savings of 86 KiB

Reducing the download time of images can improve the perceived load time of the page and LCP. Learn more about optimizing image size FCP LCP

URL	Resource Size	Est Savings
localhost 1st Party	**105.3 KiB**	**86.2 KiB**
/_next/image?url=... (localhost)	61.2 KiB	52.9 KiB
This image file is larger than it needs to be (750x750) for its displayed dimensions (277x277). Use responsive images to reduce the image download size.		52.9 KiB
/_next/image?url=... (localhost)	25.5 KiB	17.2 KiB
Increasing the image compression factor could improve this image's download size.		17.2 KiB
/_next/image?url=... (localhost)	18.6 KiB	16.1 KiB
This image file is larger than it needs to be (750x750) for its displayed dimensions (277x277). Use responsive images to reduce the image download size.		16.1 KiB

○ Optimize DOM size

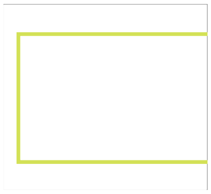
A large DOM can increase the duration of style calculations and layout reflows, impacting page responsiveness. A large DOM will also increase memory usage. Learn how to avoid an excessive DOM size.

Statistic	Element	V
Total elements		
Most children	body.__variable_eef148.__variable_bf53cd.__variable_54e8d7.font-sans.antialiased	
DOM depth	div.absolute.top-2.right-2.z-10.bg-red-500.text-white.px-2.py-0.5.rounded-full.text-[10px].font...	

○ LCP breakdown

Each subpart has specific improvement strategies. Ideally, most of the LCP time should be spent on loading the resources, not within delays. LCP

Subpart	Duration
Time to first byte	30 ms
Resource load delay	70 ms
Resource load duration	1,250 ms
Element render delay	2,510 ms



img.object-cover

○ 3rd parties

3rd party code can significantly impact load performance. Reduce and defer loading of 3rd party code to prioritize your page's content.

3rd party	Transfer size	Main thread time
Facebook Social	**199 KiB**	**637 ms**
...config/754...?v=... (connect.facebook.net)	109 KiB	464 ms
/en_US/fbevents.js (connect.facebook.net)	86 KiB	173 ms

3rd party	Transfer size	Main thread time
...register/trigger?id=... (www.facebook.com)	3 KiB	0 ms
/tr/?id=... (www.facebook.com)	0 KiB	0 ms
posthog.com	**84 KiB**	**549 ms**
/static/recorder.js?v=1.264.2 (us-assets.i.posthog.com)	40 KiB	520 ms
/static/surveys.js?v=1.264.2 (us-assets.i.posthog.com)	28 KiB	13 ms
/static/dead-clicks-autocapture.js?v=1.264.2 (us-assets.i.posthog.com)	5 KiB	9 ms
/static/web-vitals.js?v=1.264.2 (us-assets.i.posthog.com)	4 KiB	3 ms
/static/exception-autocapture.js?v=1.264.2 (us-assets.i.posthog.com)	4 KiB	3 ms
...phc_XoyFV.../config.js (us-assets.i.posthog.com)	2 KiB	1 ms
/flags/?v=... (us.i.posthog.com)	1 KiB	0 ms
/e/?ip=0&_=176...&ver=1.264.2&compression=gzip-js (us.i.posthog.com)	0 KiB	0 ms
...v0/e?ip=0&_=176...&ver=1.264.2&compression=gzip-js (us.i.posthog.com)	0 KiB	0 ms

These insights are also available in the Chrome DevTools Performance Panel - record a trace to view more detailed information.

DIAGNOSTICS

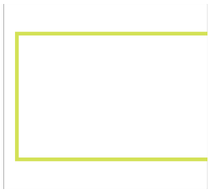
▲ Minimize main-thread work — 29.5 s

Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. Learn how to minimize main-thread work TBT

Category	Time Spent
Script Evaluation	12,922 ms
Other	11,949 ms
Script Parsing & Compilation	1,525 ms
Style & Layout	1,361 ms
Rendering	1,006 ms
Parse HTML & CSS	459 ms
Garbage Collection	252 ms

▲ Defer offscreen images — Est savings of 3,088 KiB

Consider lazy-loading offscreen and hidden images after all critical resources have finished loading to lower time to interactive. Learn how to defer offscreen images. FCP LCP

	URL	Resource Size	Est Savings
localhost 1st Party		**3,274.6 KiB**	**3,088.1 KiB**
img.h-8	/main-logo.svg (localhost)	1,176.3 KiB	1,176.3 KiB
img.hidden.md:block.object-contain	/_next/image?url=%2Fmain-logo.svg&w=750&q=75 (localhost)	1,175.7 KiB	1,175.7 KiB
 img.object-cover	/_next/image?url=... (localhost)	922.6 KiB	736.1 KiB

▲ Reduce JavaScript execution time — 14.2 s

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. Learn how to reduce Javascript execution time. TBT

☑ Show 3rd-party resources (6)

URL	Total CPU Time	Script Evaluation	Script Parse
localhost 1st Party	**17,378 ms**	**7,359 ms**	**765 ms**
http://localhost:3000	5,576 ms	174 ms	125 ms
...chunks/main-app-c46310f564c0d3a4.js (localhost)	3,520 ms	3,487 ms	3 ms
...chunks/134-5d9ecbf047f1d14c.js (localhost)	2,644 ms	2,279 ms	161 ms
...chunks/343-21a31168971b5085.js (localhost)	2,418 ms	406 ms	8 ms
...chunks/cff928f3-26766f4ecd043e64.js (localhost)	1,975 ms	214 ms	184 ms
...app/layout-b2799f503b1cc099.js (localhost)	614 ms	597 ms	15 ms
...chunks/a9ed3cec-2650decb0e40dec2.js (localhost)	266 ms	88 ms	174 ms

URL	Total CPU Time	Script Evaluation	Script Parse
...css/863b89ef54c83f1a.css (localhost)	128 ms	0 ms	0 ms
...chunks/webpack-a67d77957f8022f4.js (localhost)	119 ms	87 ms	7 ms
...chunks/114-e1a17d6f16e0034a.js (localhost)	63 ms	3 ms	59 ms
...track-order/page-1c83da7d5ed3247e.js (localhost)	53 ms	22 ms	29 ms
Unattributable	**6,361 ms**	**721 ms**	**0 ms**
`Unattributable`	6,361 ms	721 ms	0 ms
Facebook Social	**3,080 ms**	**2,554 ms**	**498 ms**
...config/754...?v=... (connect.facebook.net)	1,870 ms	1,554 ms	306 ms
/en_US/fbevents.js (connect.facebook.net)	1,210 ms	1,000 ms	193 ms
posthog.com	**2,348 ms**	**2,193 ms**	**105 ms**
/static/recorder.js?v=1.264.2 (us-assets.i.posthog.com)	2,072 ms	1,993 ms	52 ms
/static/web-vitals.js?v=1.264.2 (us-assets.i.posthog.com)	111 ms	90 ms	5 ms
/static/dead-clicks-autocapture.js?v=1.264.2 (us-assets.i.posthog.com)	110 ms	96 ms	9 ms
/static/surveys.js?v=1.264.2 (us-assets.i.posthog.com)	56 ms	15 ms	40 ms

▲ Avoid serving legacy JavaScript to modern browsers — Est savings of 59 KiB

Polyfills and transforms enable legacy browsers to use new JavaScript features. However, many aren't necessary for modern browsers. Consider modifying your JavaScript build process to not transpile Baseline features, unless you know you must support legacy browsers. Learn why most sites can deploy ES6+ code without transpiling FCP LCP

□ Show 3rd-party resources (4)

URL	Est Savings
localhost 1st Party	**19.8 KiB**
...chunks/134-5d9ecbf047f1d14c.js (localhost)	11.4 KiB

URL		Est Savings
...chunks/134-5d9ecbf047f1d14c.js:1:49157 (localhost)	`Array.prototype.at`	
...chunks/134-5d9ecbf047f1d14c.js:1:48545 (localhost)	`Array.prototype.flat`	
...chunks/134-5d9ecbf047f1d14c.js:1:48658 (localhost)	`Array.prototype.flatMap`	
...chunks/134-5d9ecbf047f1d14c.js:1:49034 (localhost)	`Object.fromEntries`	
...chunks/134-5d9ecbf047f1d14c.js:1:49292 (localhost)	`Object.hasOwn`	
...chunks/134-5d9ecbf047f1d14c.js:1:48287 (localhost)	`String.prototype.trimEnd`	
...chunks/134-5d9ecbf047f1d14c.js:1:48202 (localhost)	`String.prototype.trimStart`	
...chunks/a9ed3cec-2650decb0e40dec2.js (localhost)		8.4 KiB
...chunks/a9ed3cec-2650decb0e40dec2.js:1:19051 (localhost)	`Math.trunc`	

▲ Reduce unused JavaScript — Est savings of 96 KiB

Reduce unused JavaScript and defer loading scripts until they are required to decrease bytes consumed by network activity. [Learn how to reduce unused JavaScript](). FCP LCP

☑ Show 3rd-party resources (2)

URL	Transfer Size	Est Savings
Facebook Social	**192.8 KiB**	**53.6 KiB**
/en_US/fbevents.js (connect.facebook.net)	83.5 KiB	27.8 KiB
...config/754...?v=... (connect.facebook.net)	109.3 KiB	25.8 KiB
localhost 1st Party	**82.8 KiB**	**42.6 KiB**
...chunks/a9ed3cec-2650decb0e40dec2.js (localhost)	55.9 KiB	22.0 KiB
...chunks/114-e1a17d6f16e0034a.js (localhost)	26.9 KiB	20.7 KiB

Does not use passive listeners to improve scrolling performance

Consider marking your touch and wheel event listeners as `passive` to improve your page's scroll performance. [Learn more about adopting passive event listeners]().

Source
localhost 1st Party
...app/page-89162a597f62edfc.js:1:13025 (localhost)

Avoid enormous network payloads — Total size was 7,020 KiB

Large network payloads cost users real money and are highly correlated with long load times. Learn how to reduce payload sizes.

☑ Show 3rd-party resources (2)

URL	Transfer Size
localhost 1st Party	**6,290.8 KiB**
/_next/image?url=… (localhost)	1,616.9 KiB
/main-logo.svg (localhost)	1,176.3 KiB
/_next/image?url=%2Fmain-logo.svg&w=256&q=75 (localhost)	1,175.7 KiB
/_next/image?url=%2Fmain-logo.svg&w=750&q=75 (localhost)	1,175.7 KiB
/_next/image?url=… (localhost)	922.6 KiB
...media/8ddf16529f784cc9-s.p.woff2 (localhost)	105.1 KiB
/_next/image?url=… (localhost)	61.6 KiB
...chunks/a9ed3cec-2650decb0e40dec2.js (localhost)	56.8 KiB
Facebook Social	**195.6 KiB**
...config/754...?v=… (connect.facebook.net)	109.5 KiB
/en_US/fbevents.js (connect.facebook.net)	86.1 KiB

○ Avoid long main-thread tasks — 20 long tasks found

Lists the longest tasks on the main thread, useful for identifying worst contributors to input delay. Learn how to avoid long main-thread tasks TBT

☑ Show 3rd-party resources (4)

URL	Start Time	Duration
localhost 1st Party		**8,722 ms**
...chunks/main-app-c46310f564c0d3a4.js (localhost)	7,150 ms	3,081 ms
...chunks/cff928f3-26766f4ecd043e64.js (localhost)	13,845 ms	1,214 ms
http://localhost:3000	5,011 ms	899 ms
http://localhost:3000	6,024 ms	772 ms
...app/layout-b2799f503b1cc099.js (localhost)	10,964 ms	611 ms
...chunks/main-app-c46310f564c0d3a4.js (localhost)	10,282 ms	399 ms
http://localhost:3000	4,378 ms	379 ms
...chunks/134-5d9ecbf047f1d14c.js (localhost)	13,157 ms	352 ms
http://localhost:3000	785 ms	317 ms
...chunks/cff928f3-26766f4ecd043e64.js (localhost)	4,757 ms	254 ms
...chunks/134-5d9ecbf047f1d14c.js (localhost)	13,531 ms	225 ms
...chunks/cff928f3-26766f4ecd043e64.js (localhost)	10,681 ms	219 ms
Unattributable		**3,184 ms**
Unattributable	2,826 ms	926 ms
Unattributable	11,575 ms	829 ms
Unattributable	2,023 ms	803 ms
Unattributable	3,752 ms	626 ms
Facebook Social		**3,079 ms**
...config/754...?v=... (connect.facebook.net)	22,814 ms	1,869 ms
/en_US/fbevents.js (connect.facebook.net)	17,967 ms	696 ms
/en_US/fbevents.js (connect.facebook.net)	15,121 ms	514 ms

URL	Start Time	Duration
posthog.com		**1,548 ms**
/static/recorder.js?v=1.264.2 (us-assets.i.posthog.com)	18,663 ms	1,548 ms

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

PASSED AUDITS (16) Hide

Layout shift culprits

Layout shifts occur when elements move absent any user interaction. Investigate the causes of layout shifts, such as elements being added, removed, or their fonts changing as the page loads. CLS

Document request latency

Your first network request is the most important. Reduce its latency by avoiding redirects, ensuring a fast server response, and enabling text compression. FCP LCP

Avoids redirects

Server responds quickly (observed 21 ms)

Applies text compression

Duplicated JavaScript

Remove large, duplicate JavaScript modules from bundles to reduce unnecessary bytes consumed by network activity. FCP LCP

Font display

Consider setting `font-display` to `swap` or `optional` to ensure text is consistently visible. `swap` can be further optimized to mitigate layout shifts with font metric overrides.

Forced reflow

A forced reflow occurs when JavaScript queries geometric properties (such as `offsetWidth`) after styles have been invalidated by a change to the DOM state. This can result in poor performance. Learn more about forced reflows and possible mitigations.

○ INP breakdown

Start investigating with the longest subpart. Delays can be minimized. To reduce processing duration, optimize the main-thread costs, often JS.

Modern HTTP

HTTP/2 and HTTP/3 offer many benefits over HTTP/1.1, such as multiplexing. Learn more about using modern HTTP. FCP LCP

Optimize viewport for mobile

Tap interactions may be delayed by up to 300 ms if the viewport is not optimized for mobile.

meta

Minify CSS

Minifying CSS files can reduce network payload sizes. Learn how to minify CSS. FCP LCP

Minify JavaScript

Minifying JavaScript files can reduce payload sizes and script parse time. Learn how to minify JavaScript. FCP LCP

Reduce unused CSS

Reduce unused rules from stylesheets and defer CSS not used for above-the-fold content to decrease bytes consumed by network activity. Learn how to reduce unused CSS. FCP LCP

Use HTTP/2

HTTP/2 offers many benefits over HTTP/1.1, including binary headers and multiplexing. Learn more about HTTP/2. LCP FCP

○ 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. Learn more about User Timing marks.

○ Lazy load third-party resources with facades

Some third-party embeds can be lazy loaded. Consider replacing them with a facade until they are required. Learn how to defer third-parties with a facade. TBT

Avoids `document.write()`

For users on slow connections, external scripts dynamically injected via `document.write()` can delay page load by tens of seconds. Learn how to avoid document.write().

Page didn't prevent back/forward cache restoration

Many navigations are performed by going back to a previous page, or forwards again. The back/forward cache (bfcache) can speed up these return navigations. Learn more about the bfcache

- Captured at Oct 17, 2025, 6:07 PM GMT+6
- Initial page load
- Emulated Moto G Power with Lighthouse 12.8.2
- Slow 4G throttling
- Single page session
- Using Chromium 141.0.0.0 with devtools

Generated by **Lighthouse** 12.8.2 | File an issue