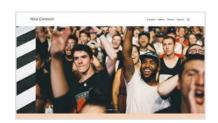


# **Executive Summary**



## Performance Report for:

https://mentor-oc-archist.github.io/OC\_\_frontend\_\_P5/

Report generated: Sat, May 20, 2023 8:48 AM -0700

Test Server Location: | Vancouver, Canada

Using: O Chrome (Desktop) 103.0.5060.134, Lighthouse 9.6.4

B

Performance 80%

Structure

98%

L. Contentful Paint

521ms

T. Blocking Time

**Oms** 

C. Layout Shift

0.41

#### Top Issues

IMPACT	AUDIT	
Med	Avoid large layout shifts CLS	5 elements found
Med	Serve static assets with an efficient cache policy	Potential savings of 721KB
Low	Properly size images	Potential savings of 245KB
Low	Avoid enormous network payloads LCP	Total size was 1.07MB
Low	Eliminate render-blocking resources FCP LCP	Potential savings of 6ms

#### Page Details

823ms
Fully Loaded Time

Total Page Size - 1.07MB



#### Total Page Requests - 34



#### 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**

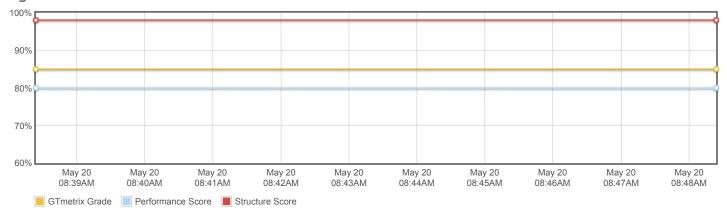


GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 27 years experience in web technology.

https://carbon60.com/



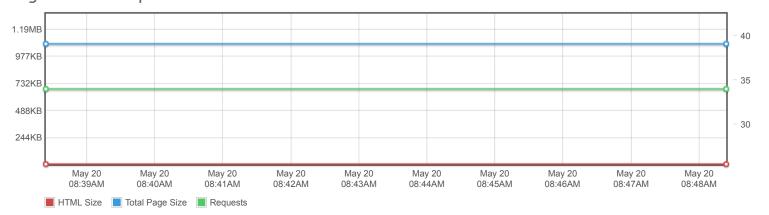
#### Page scores



#### Page metrics

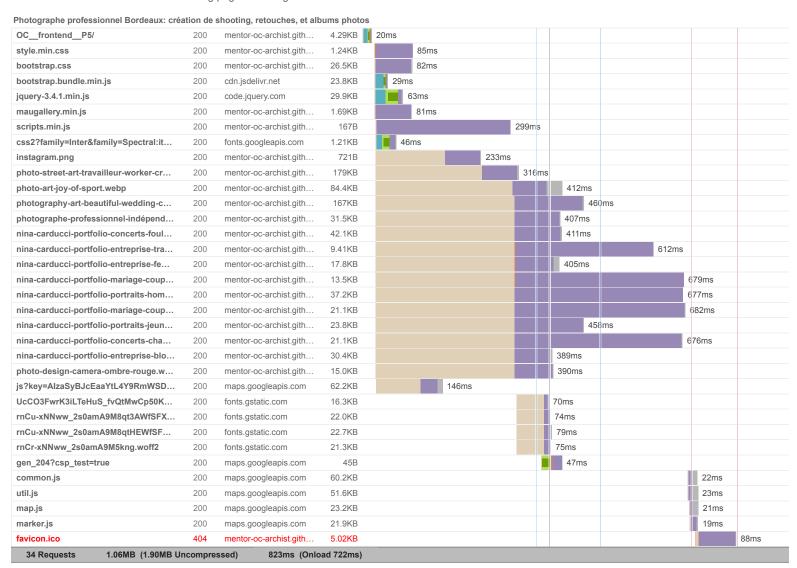


#### Page sizes and request counts

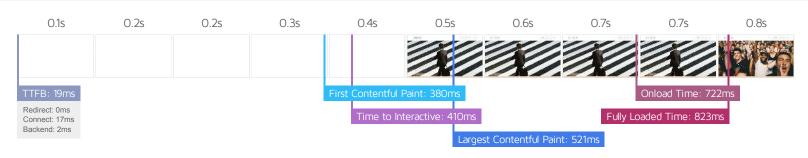




The waterfall chart displays the loading behaviour of your site in your selected browser. It can be used to discover simple issues such as 404's or more complex issues such as external resources blocking page rendering.







#### Performance Metrics

T chombree r reduction						
First Contentful Paint  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	Time to Interactive  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			
Speed Index  How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.	Much longer than recommended  3.4s	Total Blocking Time  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			
Largest Contentful Paint  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	Cumulative Layout Shift  How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.	Much more than recommended  O.41			

### **Browser Timings**

Redirect	Oms	Connect	17ms	Backend	2ms
TTFB	19ms	First Paint	380ms	DOM Int.	408ms
DOM Loaded	410ms	Onload	722ms	Fully Loaded	823ms



# **Structure Audits**

IMPACT	AUDIT	
Med	Avoid large layout shifts CLS	5 elements found
Med	Serve static assets with an efficient cache policy	Potential savings of 721KB
Low	Properly size images	Potential savings of 245KB
Low	Avoid enormous network payloads LCP	Total size was 1.07MB
Low	Eliminate render-blocking resources FCP LCP	Potential savings of 6ms
Low	Reduce JavaScript execution time TBT	47ms spent executing JavaScript
Low	Reduce unused CSS FCP LCP	Potential savings of 25.6KB
Low	Defer offscreen images	Potential savings of 361KB
Low	Minify CSS FCP LCP	Potential savings of 5.19KB
Low	Avoid chaining critical requests FCP LCP	11 chains found
Low	Reduce unused JavaScript LCP	Potential savings of 114KB
N/A	Avoid an excessive DOM size TBT	141 elements
N/A	Largest Contentful Paint element LCP	1 element found
N/A	Reduce initial server response time FCP LCP	Root document took 1ms
N/A	Minimize main-thread work TBT	Main-thread busy for 383ms
N/A	Reduce the impact of third-party code TBT	Total size was 358KB
N/A	User Timing marks and measures	