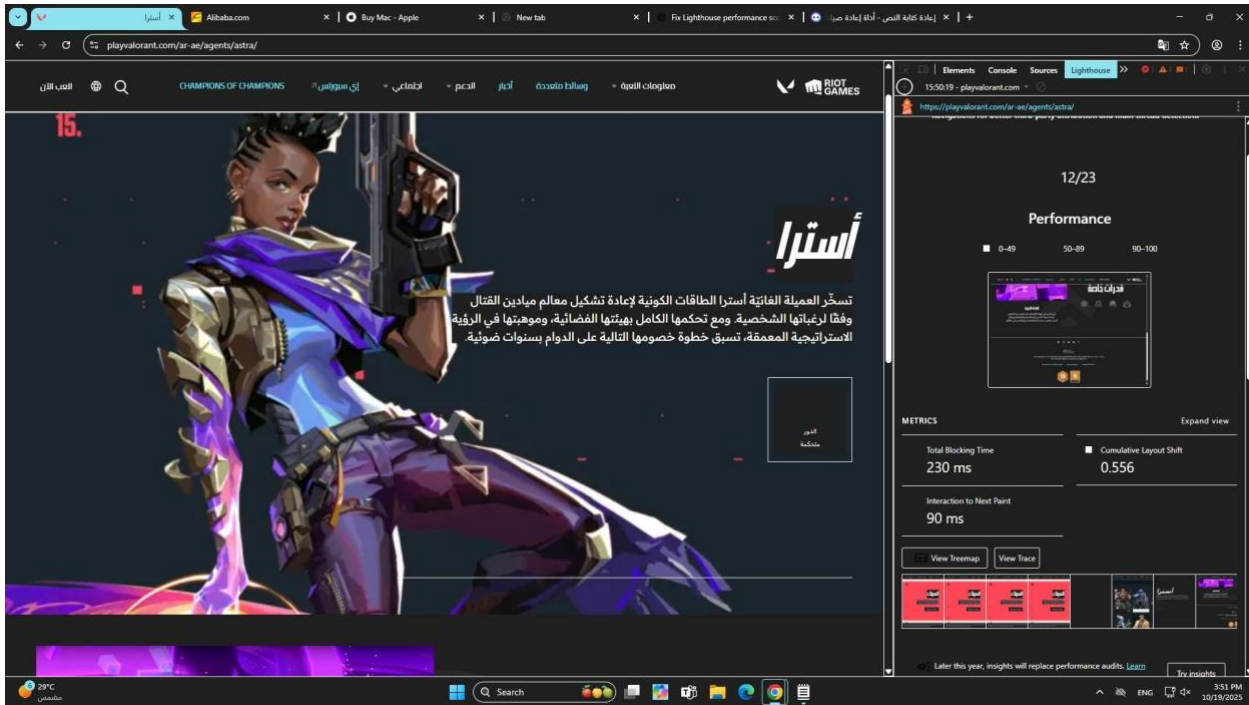Name: Youssef wael hamdy (221101027)

Name : Oday Ashraf elsayed
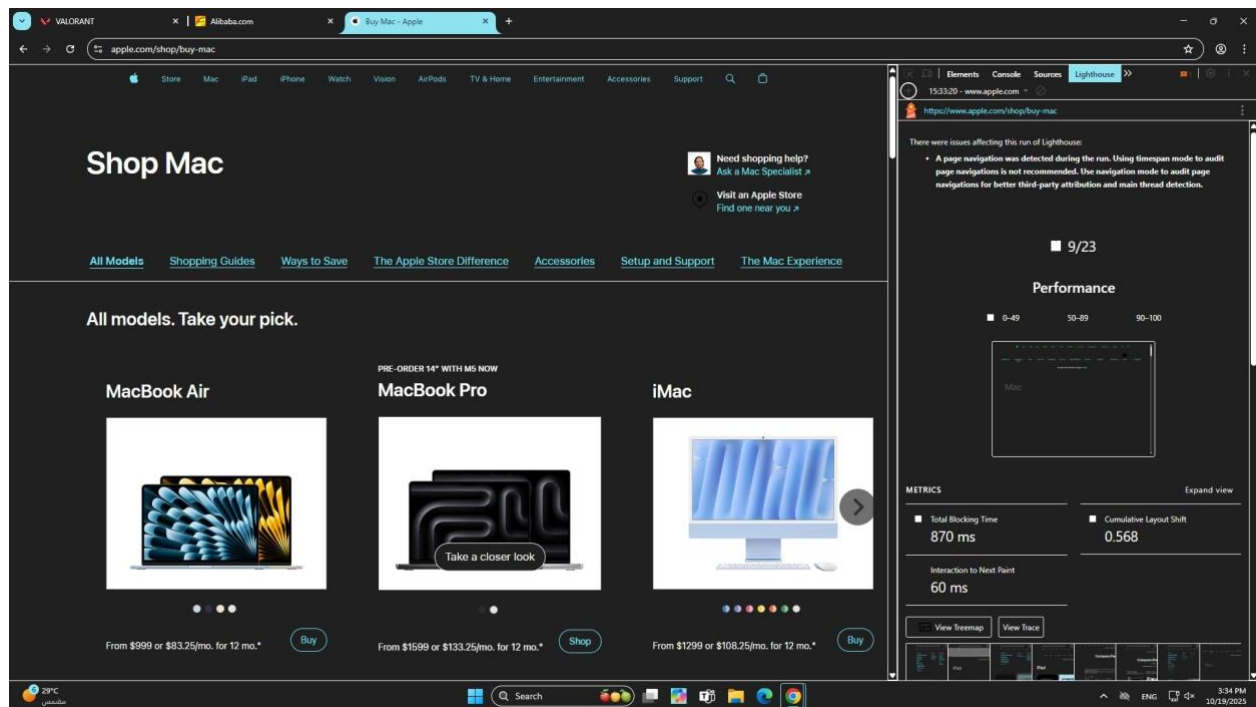
(221101245)

1. Valorant (Riot Games) – Total Blocking Time = 230 ms

💡 Solution:

- • Performance is already very good, but you can improve it slightly by:

- • Compressing images using WebP format.

- • Applying lazy loading for large images or videos.

- • Checking that CSS is not render-blocking (load only critical CSS first).

2. Apple.com – Total Blocking Time = 870 ms

💡 Solution:

- This value is quite high, so optimization is needed:

- Reduce and split large JavaScript bundles.

- Defer or async all non-essential scripts.

- Minify and compress CSS and JS files (gzip or brotli).

- Optimize images (use responsive sizes and lazy loading).

- Improve the Critical Rendering Path so key content loads first.

3.Alibaba.com – Total Blocking Time = 410 ms

💡 Solution:

- Minify and split large JavaScript files (code-splitting).
- Use defer or async for non-critical scripts.
- Enable browser caching to avoid re-loading files on every visit.
- Use a CDN to serve static resources faster.