📱 LOAD
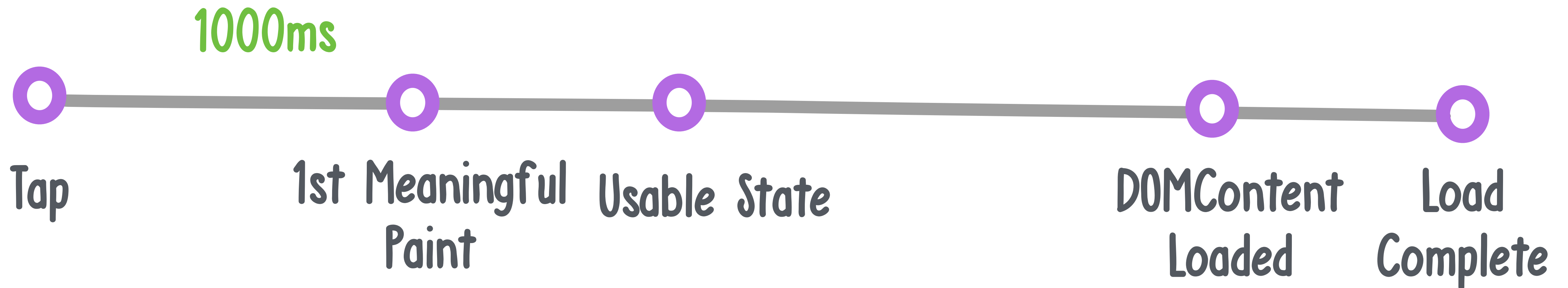
Goal: The page is considered ready to interact with quickly.

* From tap to first meaningful paint < 1000ms

* Shortest critical rendering path.

1000ms

Tap — 1st Meaningful Paint — Usable State — DOMContent Loaded — Load Complete

IDLE

Goal: Page is ready for interaction when needed.

* Time from page becoming usable to start of an interaction.

* init() your application state.

* Perform CPU intensive calculations, memoize results.

* Maximise idle time.