



Performance Report for: https://romainmontagnon.github.io/OC_RomainMontagnon_4...

Report generated: Fri, Nov 27, 2020 6:29 AM -0800
Test Server Location: Vancouver, Canada
Using: Chrome (Desktop) 86.0.4240.193, Lighthouse 6.3.0

A	Performance 100%	Structure 85%	L. Contentful Paint 0.6s	T. Blocking Time 3ms	C. Layout Shift 0.07
----------	----------------------------	-------------------------	------------------------------------	--------------------------------	--------------------------------

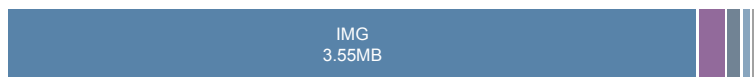
Top Issues

IMPACT	AUDIT	
Med	Avoid enormous network payloads	Total size was 3,888 KiB
Med	Serve static assets with an efficient cache policy	24 resources found
Low	Efficiently encode images	Potential savings of 2,349 KiB
Low	Properly size images	Potential savings of 477 KiB
Low	Serve images in next-gen formats	Potential savings of 2,851 KiB

Page Details



Total Page Size - 3.80MB



Total Page Requests - 26



HTML JS CSS IMG Video Font Other

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.**

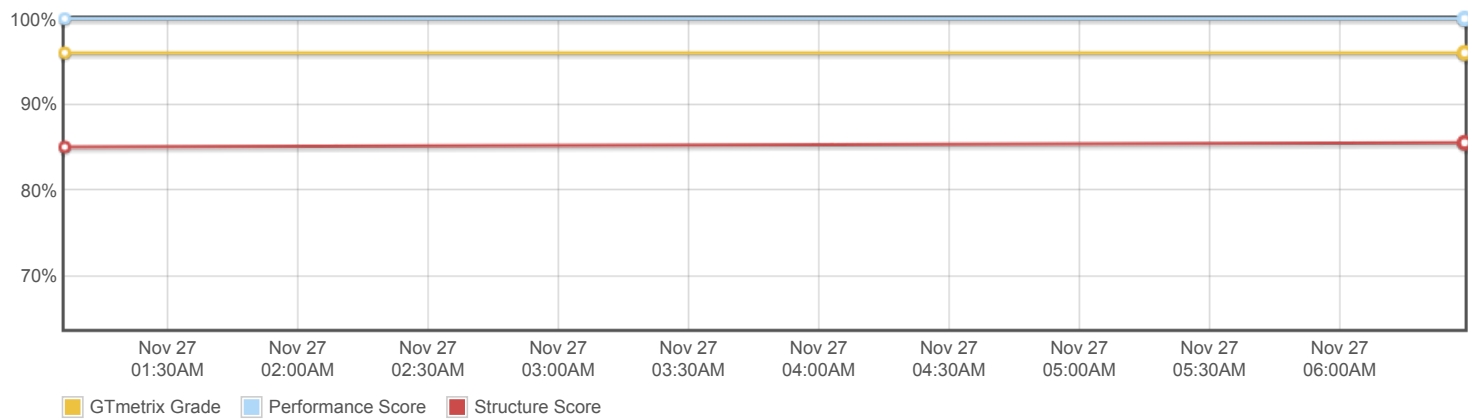
About GTmetrix

CARBON60
THE MANAGED CLOUD COMPANY

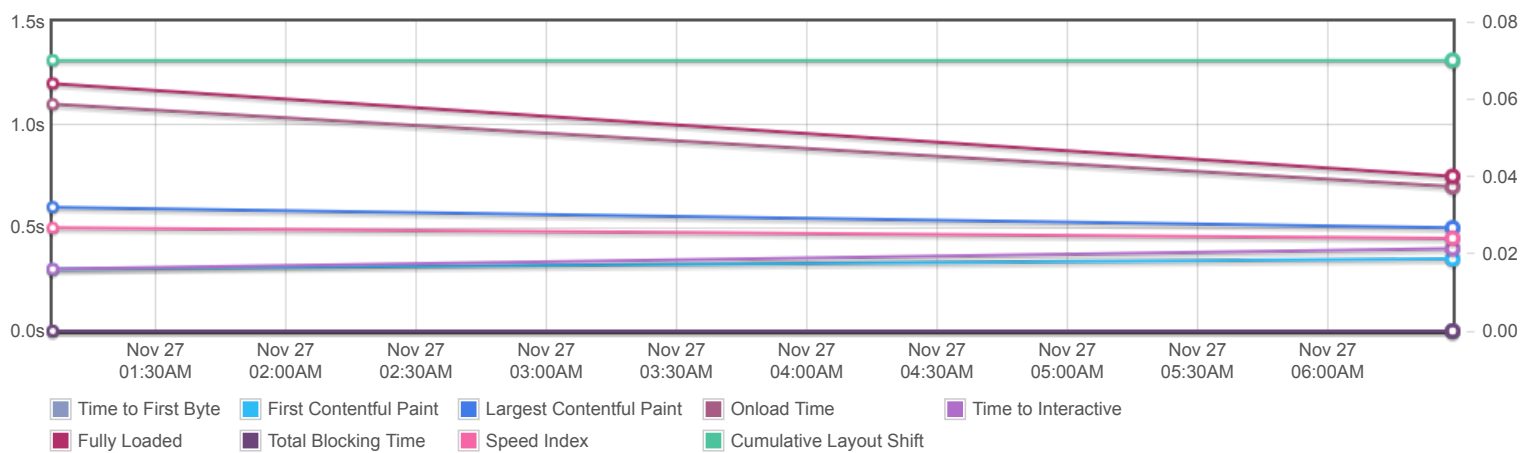
GTmetrix is developed by the good folks at **Carbon60**, a Canadian hosting company with over 24 years experience in web technology.

<https://carbon60.com/>

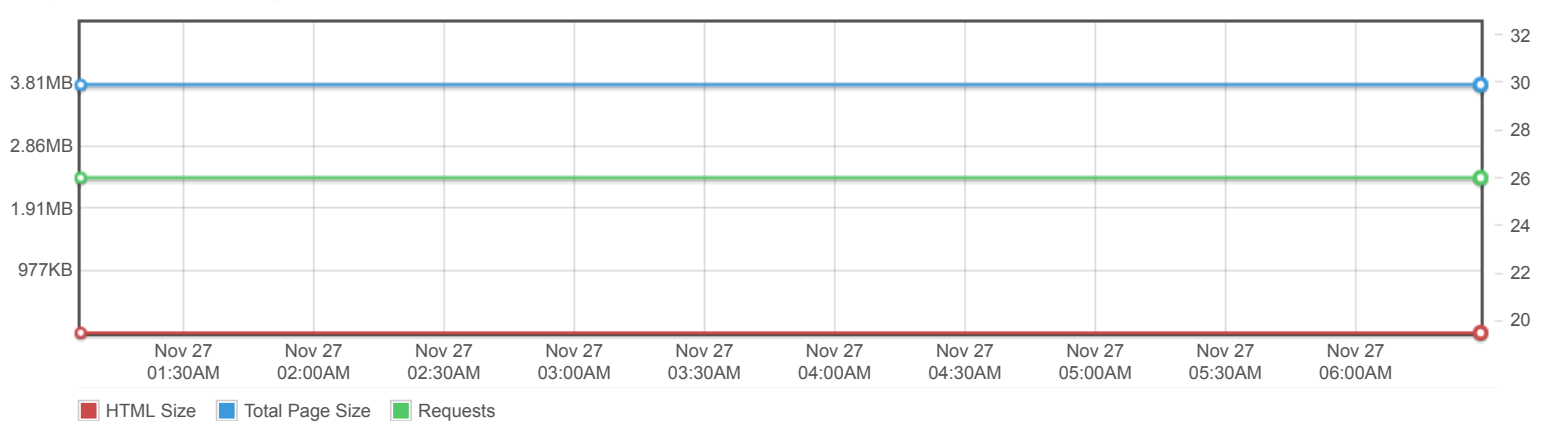
Page scores



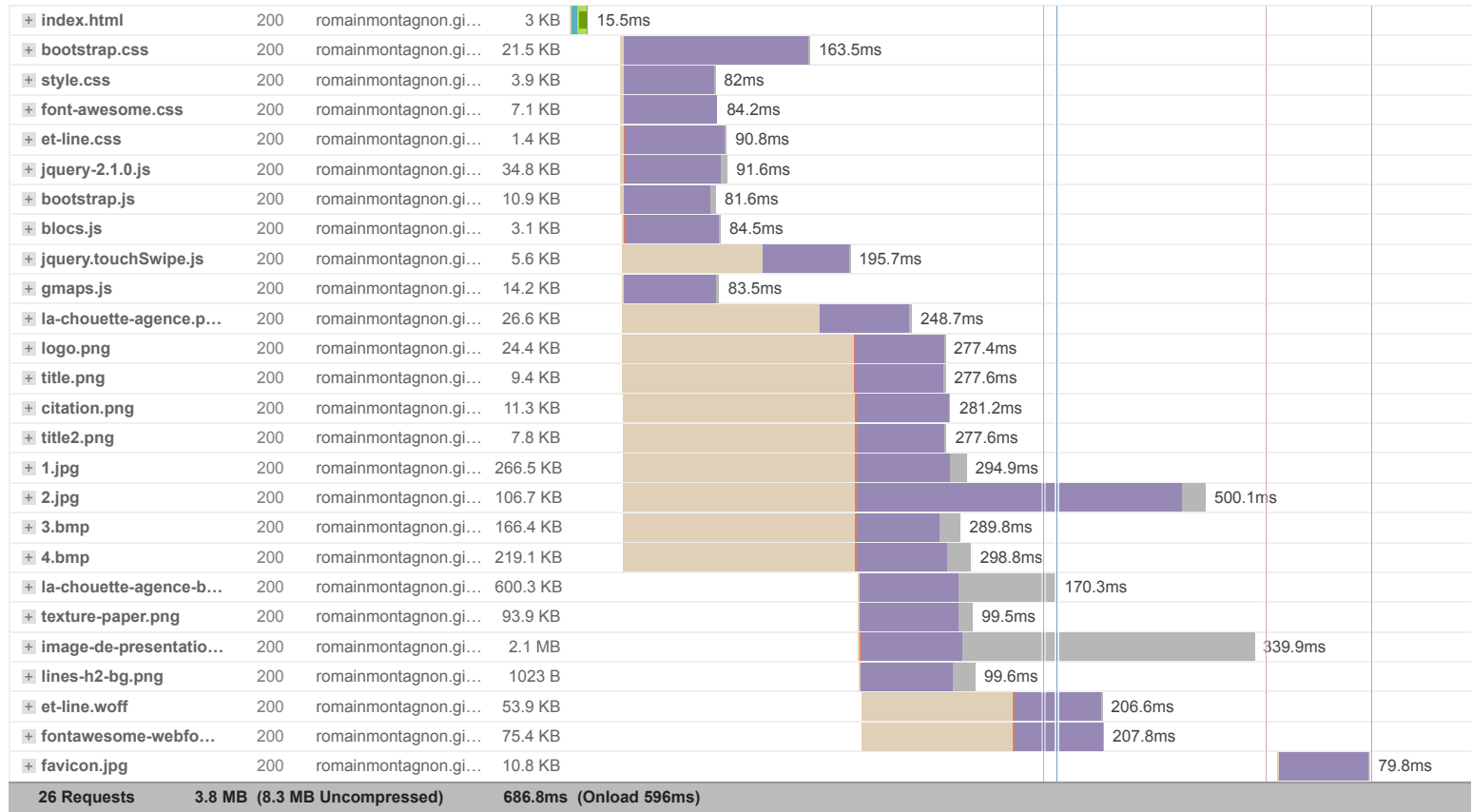
Page metrics

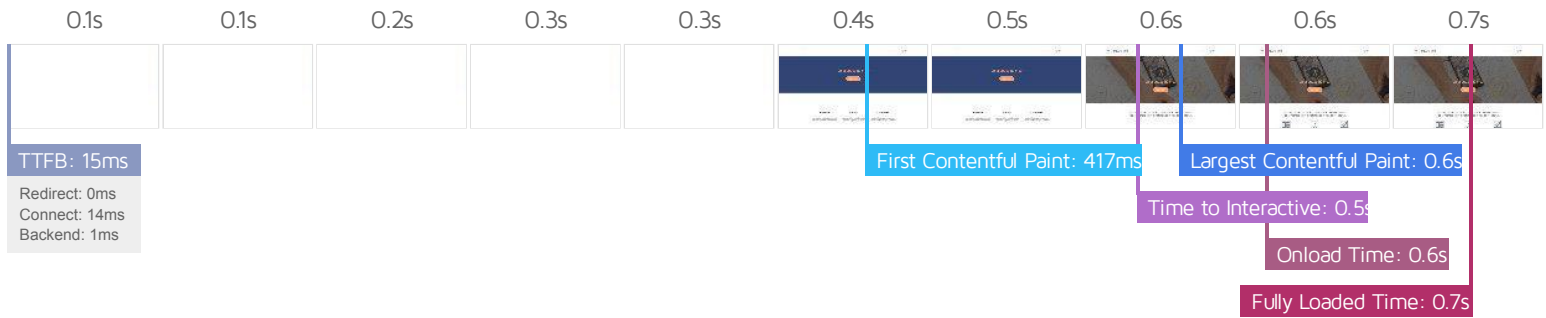


Page sizes and request counts



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

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

417ms

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

0.5s

Speed Index

How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.

Good - Nothing to do here

493ms

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

3ms

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

0.6s

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.

Good - Nothing to do here

0.07

Browser Timings

Redirect

0ms

Connect

14ms

Backend

1ms

TTFB

15ms

DOM Int.

241ms

DOM Loaded

405ms

First Paint

417ms

Onload

0.6s

Fully Loaded

0.7s

IMPACT	AUDIT	
Med	Avoid enormous network payloads	Total size was 3,888 KiB
Med	Serve static assets with an efficient cache policy	24 resources found
Low	Efficiently encode images	Potential savings of 2,349 KiB
Low	Properly size images	Potential savings of 477 KiB
Low	Serve images in next-gen formats	Potential savings of 2,851 KiB
Low	Avoid large layout shifts	5 elements found
Low	Avoid an excessive DOM size	174 elements
Low	Ensure text remains visible during webfont load	
Low	Avoid long main-thread tasks	2 long tasks found
Low	Reduce JavaScript execution time	0 s
Low	Remove unused CSS	Potential savings of 21 KiB
Low	Reduce initial server response time	Root document took 0 ms
Low	Minify CSS	Potential savings of 4 KiB
Low	Minify JavaScript	Potential savings of 22 KiB
Low	Avoid chaining critical requests	8 chains found
Low	Remove unused JavaScript	Potential savings of 23 KiB
N/A	Largest Contentful Paint element	1 element found
N/A	Minimize main-thread work	0.4 s
N/A	Replace large JavaScript libraries with smaller alternatives	0 large libraries found
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code	