

104.3 %

Max. App CPU

200.0 %

Max. Device CPU

293.2 MB

Max. App Memory

2160.5 MB

Max. Device Memory

1

Crashes

Duration: 5 minutes, 7 seconds

Start Date: Jan 12, 2025 17:52:44

End Date: Jan 12, 2025 17:57:51

Test Session: Wikipedia App Test

Device: sdk\_gphone64\_x86\_64 🏠 15

## Summary



Pass Moderate Warning Skipped

Crashes 1 (Warning limit exceeded: >= 1)

Avg. Energy Score 500.0 pts (Moderate limit exceeded: > 250 pts)

Pass

Avg. App CPU: 20.6 %

Max. App CPU: 104.3 %

Avg. App Memory: 102.8 MB

Max. App Memory: 293.2 MB

App Size: 20.4 MB

Avg. Device CPU: 112.5 %

Max. Device CPU: 200.0 %

Avg. Device Memory: 1944.2 MB

Max. Device Memory: 2160.5 MB

Janks: 0.0

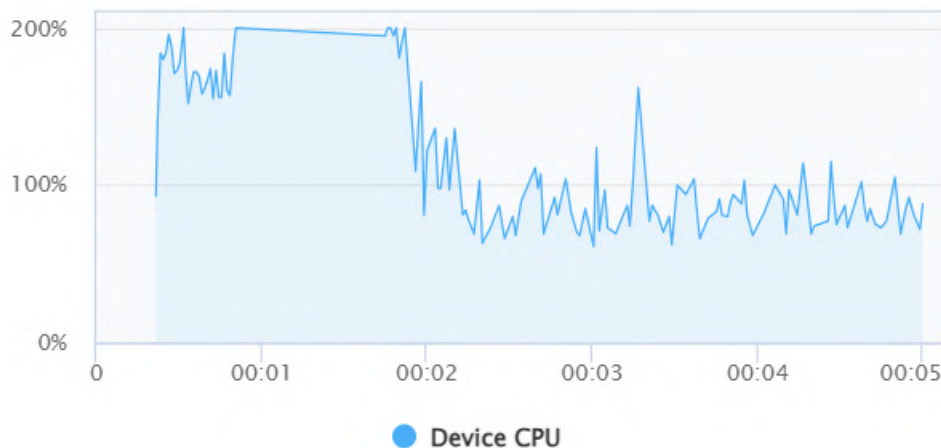
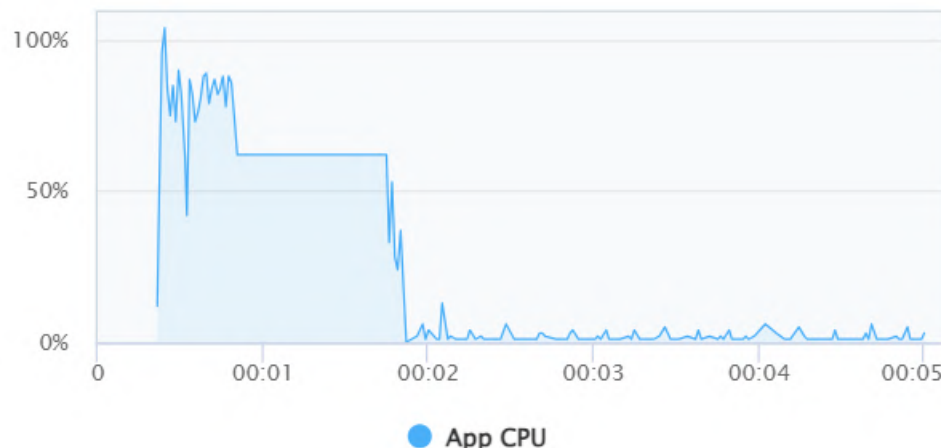
Total Network Download: 0.0 MB

Total Network Upload: 0.0 MB

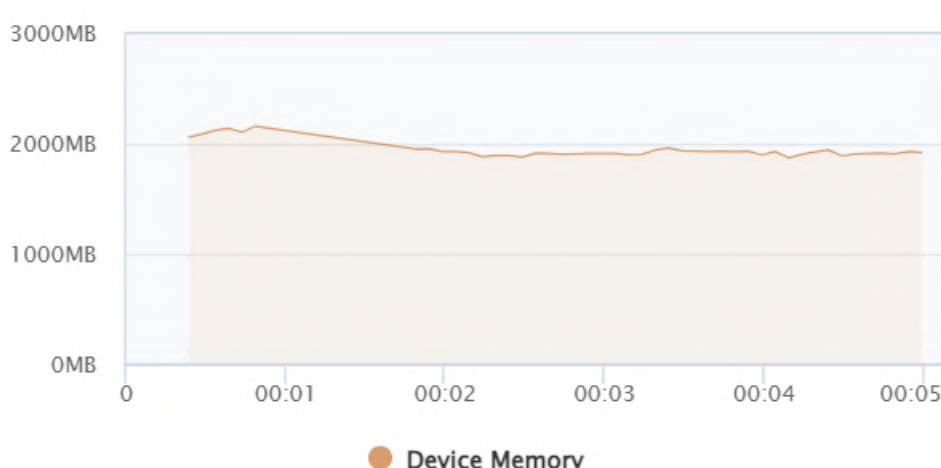
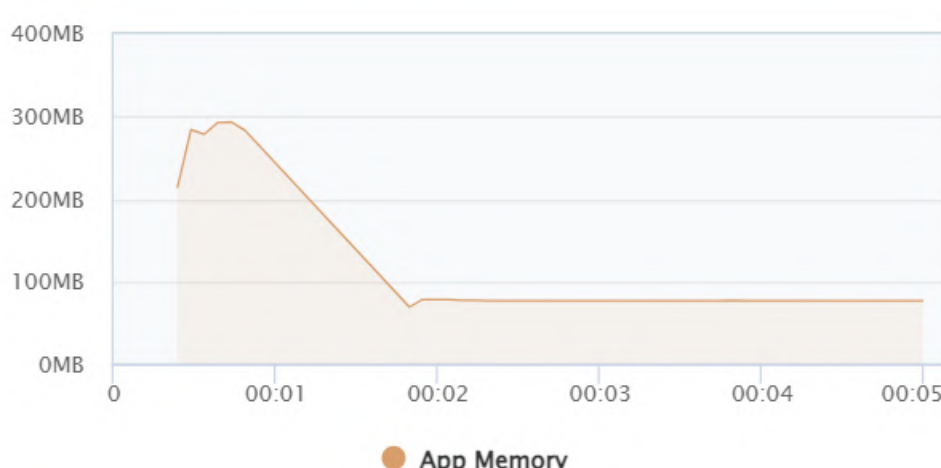
## Metrics

### CPU

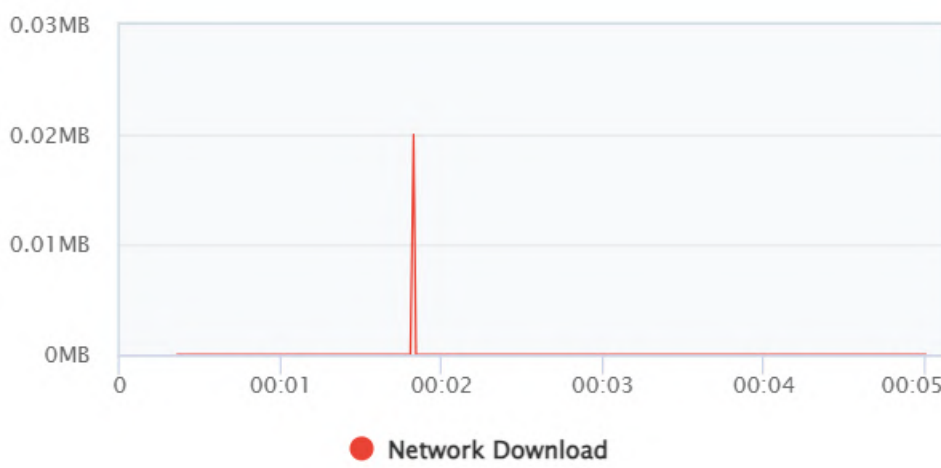
Starting from Apptim Desktop v1.6.9, the CPU usage metric values will now take into account multi-core CPUs. Explanation: Modern CPUs often have multiple cores, which allow them to execute multiple tasks simultaneously. Each core can handle its own workload independently. As of now, when monitoring CPU usage you might encounter CPU percentages that appear to exceed 100%. This indicates that the total CPU utilization across all cores is higher than the capacity of a single core.



### Memory



### Network

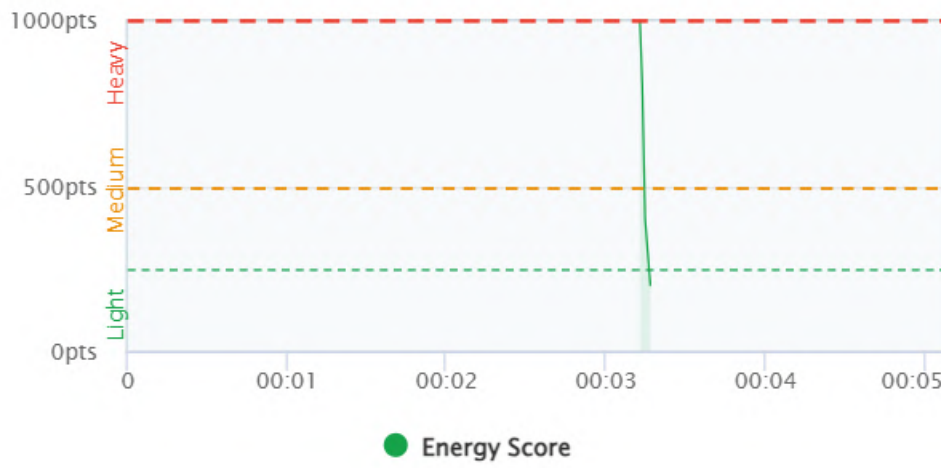


### Render



### Energy

Apptim profiles the use of the CPU and GPS sensor, and it displays a visualization of how much energy each of these components uses. This Energy Score also shows you occurrences of system events (wake locks, alarms, jobs, and location requests) that can affect energy consumption. Read more about how this works [here](#).



## Errors



An application typically crashes when it performs an operation which is not allowed by the operating system. The operating system then triggers an exception or signal in the application.

### Warning Exception

Error time: -42s -782ms

FATAL EXCEPTION: main  
growth limit 201326592; giving up on allocation because <1% of heap free after GC.: Class.java; no stack available (3395:0)

FILE	TIME
Crash_622_-42782	-42s -782ms

## Test Environment



### sdk\_gphone64\_x86\_64

Android version:	15
Manufacturer:	Google
Model:	sdk_gphone64_x86_64
CPU:	ranchu
CPU Arch:	x86_64
CPU Cores:	1
RAM:	4GB

### App Information

Name:	None
Version:	None
Package Name:	org.wikipedia.alpha
Launch Activity:	None
Use large heap:	Yes
Debuggable:	Yes

## Screen Information

Screen orientation:	port
Screen resolution:	1080x2220
Layout size:	Normal
Display density:	120dpi (ldpi)
LOpenGL ES:	196609

## Apptim Environment

Host Os:	Windows
Host Arch:	64bit
Host Id:	26f839c7efa4da71d7101af0956d68265d53bde82d96dc75e
Apptim Agent Version:	0.15.3

## App Compatibility

Min API Level:	Undefined
Target API Level:	Undefined
Native CPU architectures:	No
Screens:	
Support App Device:	None