

82.2 %
Max. App CPU800.0 %
Max. Device CPU5224.3 MB
Max. Device Memory194.0 MB
Max. App Memory64
Avg. FPS0
Crashes

⌚ Duration: 1 hour, 47 minutes, 29 seconds
▶ Start Date: Nov 10, 2024 11:42:24
▣ End Date: Nov 10, 2024 13:29:54

⌚ Test Session: App performance test
▣ Device: SM-G996B 14

Summary

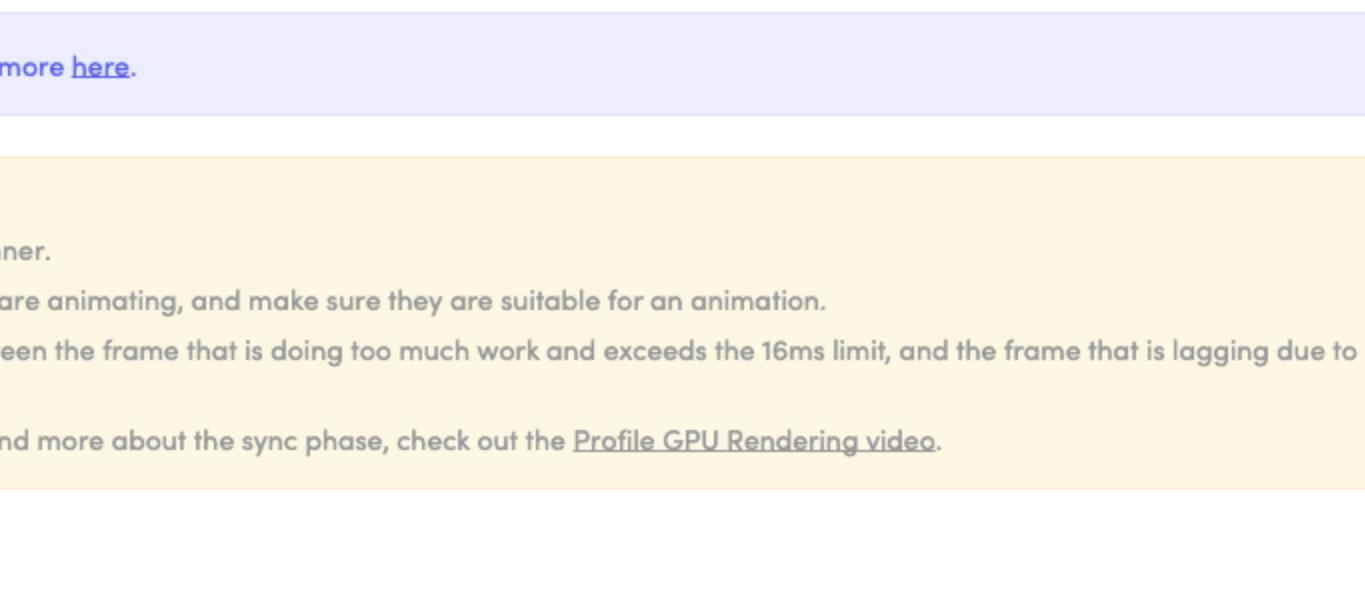
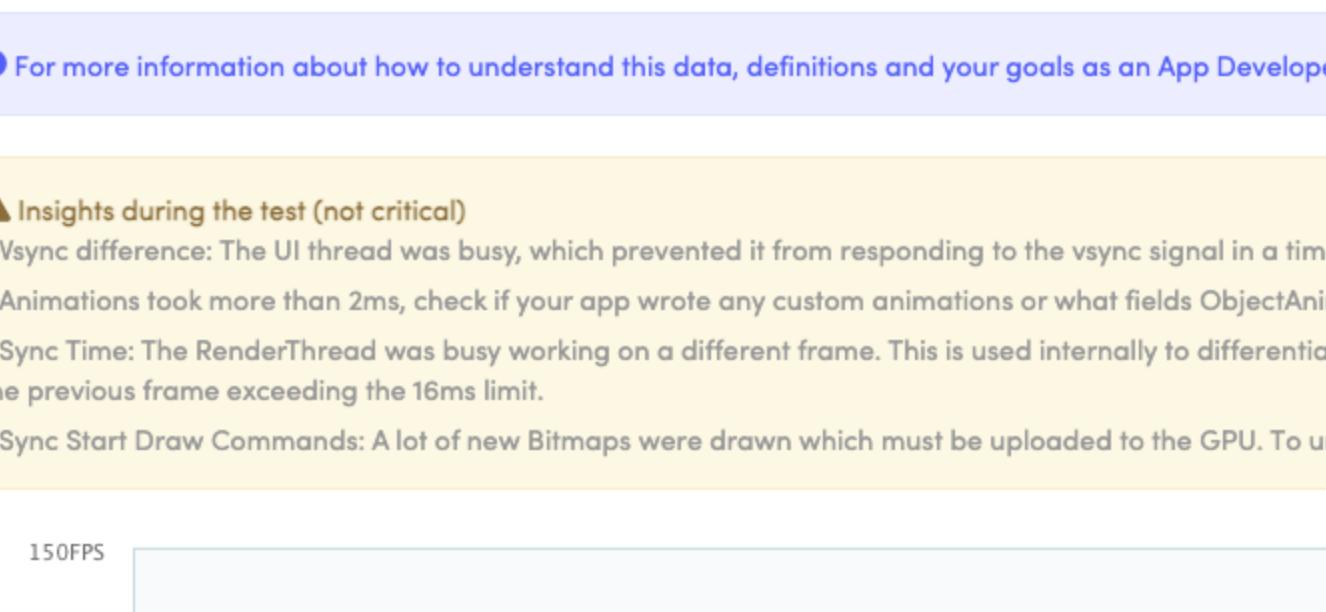
● Pass ● Moderate ● Warning ● Skipped

! Max. Device CPU 800.0 % (Warning limit exceeded: > 700 %)
! Avg. Device Memory 4747.1 MB (Warning limit exceeded: > 4000 MB)
! Max. Layout Measure Time 102.7 ms (Warning limit exceeded: > 16.67 ms)
⚠ Max. Device Memory 5224.3 MB (Moderate limit exceeded: > 4000 MB)
✓ Pass
Max. Animations: 4.3 ms
Avg. App CPU: 2.0 %
Max. App CPU: 82.2 %
Avg. App Memory: 126.8 MB
Max. App Memory: 194.0 MB
App Size: 20.4 MB
Crashes: 0
Avg. Device CPU: 163.6 %
Max. Draw Time: 0.0 ms
Avg. Energy Score: 168.1 pts
Avg. FPS: 64
Max. Input Events: 1.7 ms
Janks: 33.0
Total Network Download: 0.0 MB
Total Network Upload: 0.0 MB

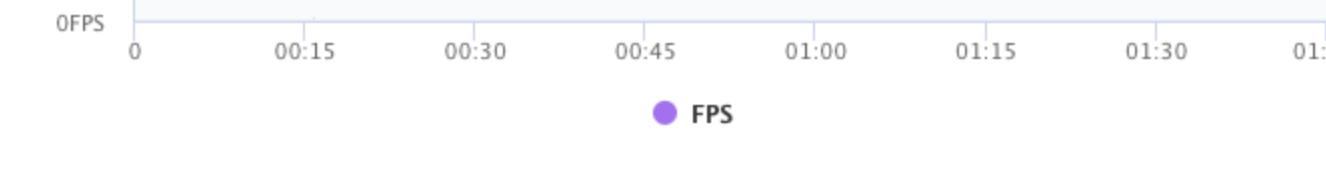
Metrics

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



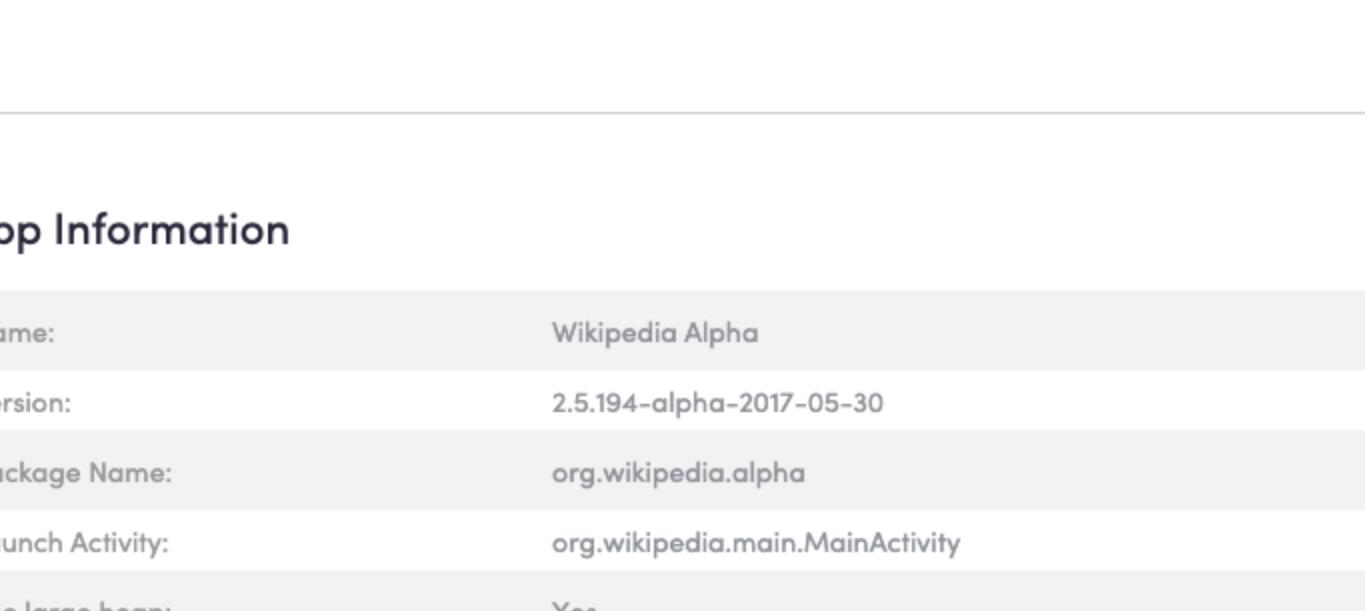
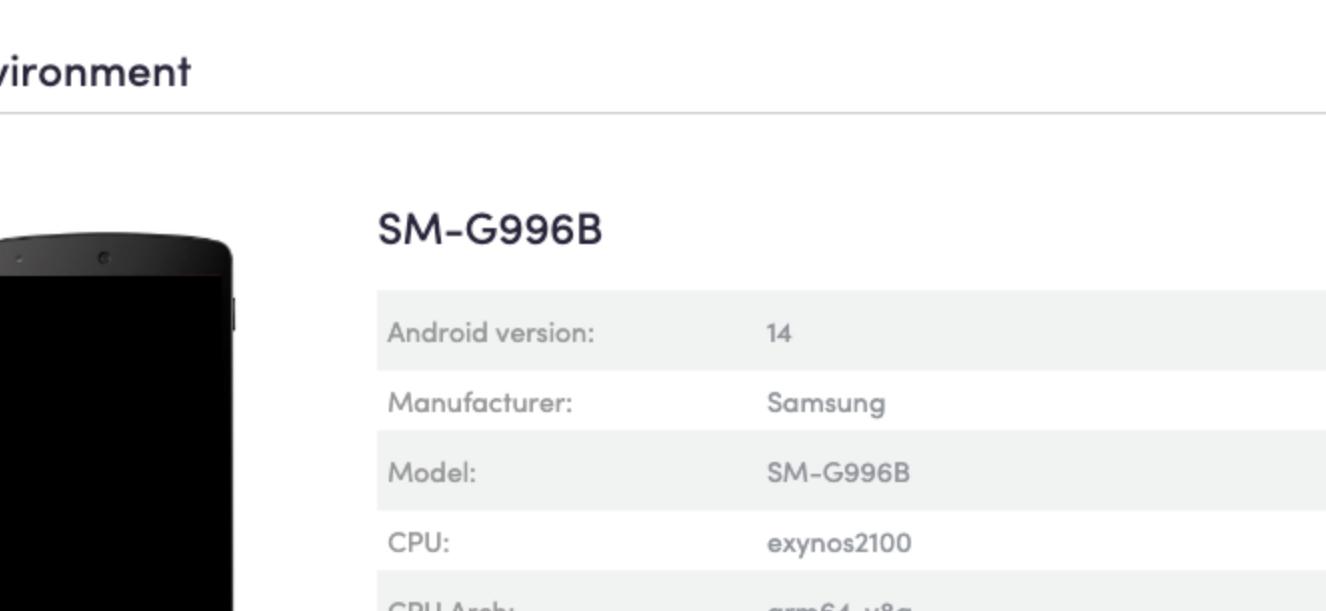
Network



Render

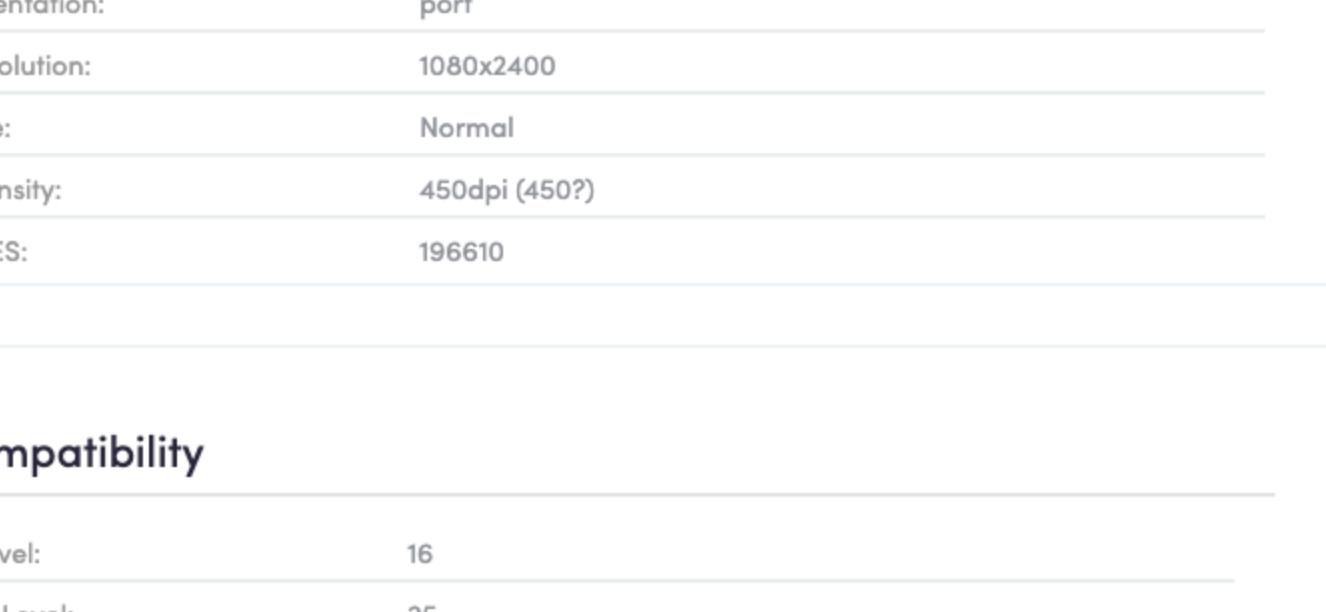
⌚ For more information about how to understand this data, definitions and your goals as an App Developer read more [here](#).

⚠ Insights during the test (not critical)
⌚ Sync difference: The UI thread was busy, which prevented it from responding to the vsync signal in a timely manner.
⌚ Animations took more than 2ms, check if your app wrote any custom animations or what fields ObjectAnimators are animating, and make sure they are suitable for an animation.
⌚ Sync Time: The RenderThread was busy working on a different frame. This is used internally to differentiate between the frame that is doing too much work and exceeds the 16ms limit, and the frame that is lagging due to the previous frame exceeding the 16ms limit.
⌚ Sync Start Draw Commands: A lot of new Bitmaps were drawn which must be uploaded to the GPU. To understand more about the sync phase, check out the [Profile GPU Rendering](#) video.

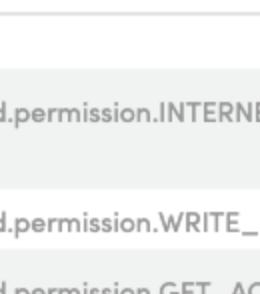


Energy

⌚ 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](#).



Test Environment



SM-G996B

Android version: 14
Manufacturer: Samsung
Model: SM-G996B
CPU: exynos2100
CPU Arch: arm64-v8a
CPU Cores: 8
RAM: 8GB

App Information

Name: Wikipedia Alpha
Version: 2.5.194-alpha-2017-05-30
Package Name: org.wikipedia.alpha
Launch Activity: org.wikipedia.main.MainActivity
Use large heap: Yes
Debuggable: Yes

Screen Information

Screen orientation: portrait
Screen resolution: 1080x2400
Layout size: Normal
Display density: 450dpi (450?)
OpenGL ES: 196610

Apptim Environment

Host Os: Darwin
Host Arch: 64bit
Host Id: 76050ac591db2226117eb644e1f2e6f67055c21436f731aeda2ac5f53088597d
Apptim Agent Version: 0.15.3

App Compatibility

Min API Level: 16
Target API Level: 25
Native CPU architectures: No
Screens: small normal large xlarge

Allows the app to create network sockets and use custom network protocols. The browser and other applications provide means to send data to the internet, so this permission is not required to send data to the internet.

android.permission.WRITE_EXTERNAL_STORAGE Allows the app to write to the SD card.

android.permission.GET_ACCOUNTS Allows the app to get the list of accounts known by the phone. This may include any accounts created by applications you have installed.

android.permission.AUTHENTICATE_ACCOUNTS Allows the app to use the account authenticator capabilities of the AccountManager, including creating accounts and getting and setting their passwords.

android.permission.MANAGE_ACCOUNTS Allows the app to perform operations like adding and removing accounts, and deleting their password.

android.permission.VIBRATE Allows the app to control the vibrator.

android.permission.RECEIVE_BOOT_COMPLETED Allows the app to receive the Intent that is broadcast when the system has finished booting. This can make it take longer to start the phone and allow the app to slow down the overall phone by always running.

android.permission.ACCESS_FINE_LOCATION Allows the app to get your precise location using the Global Positioning System (GPS) or network location sources such as cell towers and Wi-Fi. These location services must be turned on and available to your device for the app to use them. Apps may use this to determine where you are, and may consume additional battery power.

android.permission.ACCESS_NETWORK_STATE Allows the app to view information about network connections such as which networks exist and are connected.

android.permission.ACCESS_WIFI_STATE Allows the app to view information about Wi-Fi networking, such as whether Wi-Fi is enabled and name of connected Wi-Fi devices.

android.permission.READ_EXTERNAL_STORAGE Allows the app to read the contents of your SD card.

Permissions

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