

Performance Report for:

https://jhptemplate.com/presta/v2_headphone_118/en/

Report generated: Wed, Jul 24, 2024 4:10 AM -0700

Test Server Location: Vancouver, Canada

Using: Chrome 117.0.0.0, Lighthouse 11.0.0

A	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	100%	92%	677ms	2ms	0.01

Top Issues

Med	Avoid an excessive DOM size	TBT	1,752 elements
Med	Use explicit width and height on image elements	CLS	5 images found
Low	Use passive listeners to improve scrolling performance		1 event listener not passive
Low	Avoid enormous network payloads	LCP	Total size was 2.10MB
Low	Use video formats for animated content	LCP	Potential savings of 1.02MB

Focus on these audits first

These audits likely have the largest impact on your page performance.

Structure audits do not directly affect your Performance Score, but improving the audits seen here can help as a starting point for overall performance gains.

Page Details



Total Page Size - 2.10MB



Total Page Requests - 39



How does this affect me?

Modern web users have a short attention span and expect a fast and seamless website experience. Delivering that fast experience can result in more traffic, more conversions, and more happiness.

As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

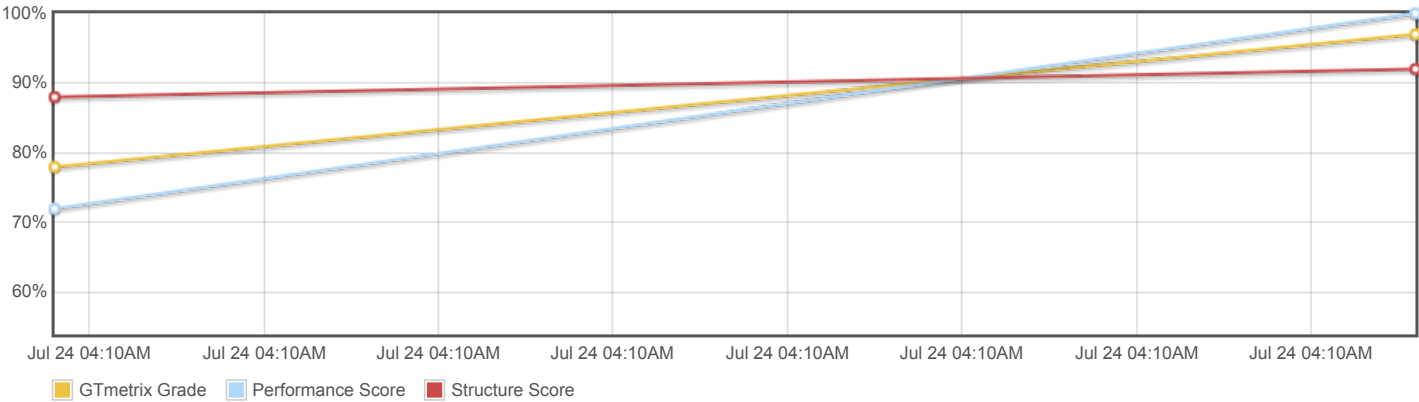
About GTmetrix

GTmetrix

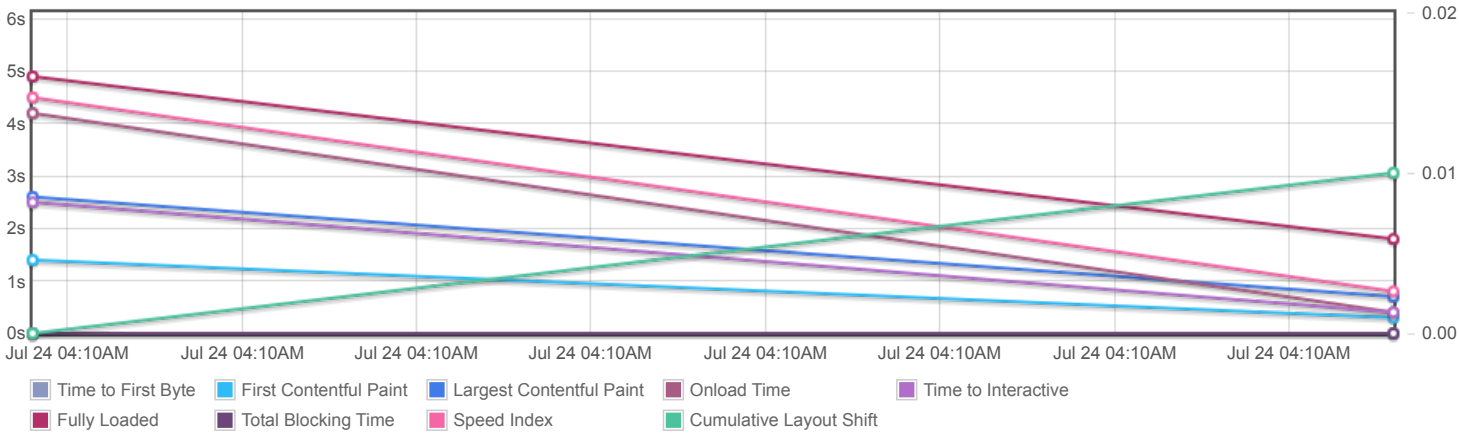
GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

[Learn more about us.](#)

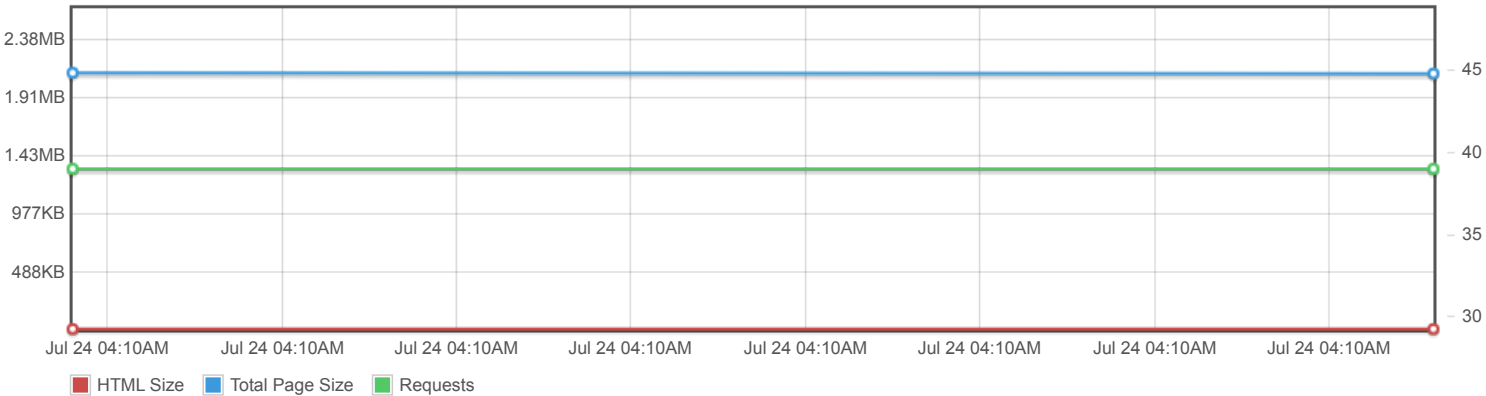
Page scores



Page metrics

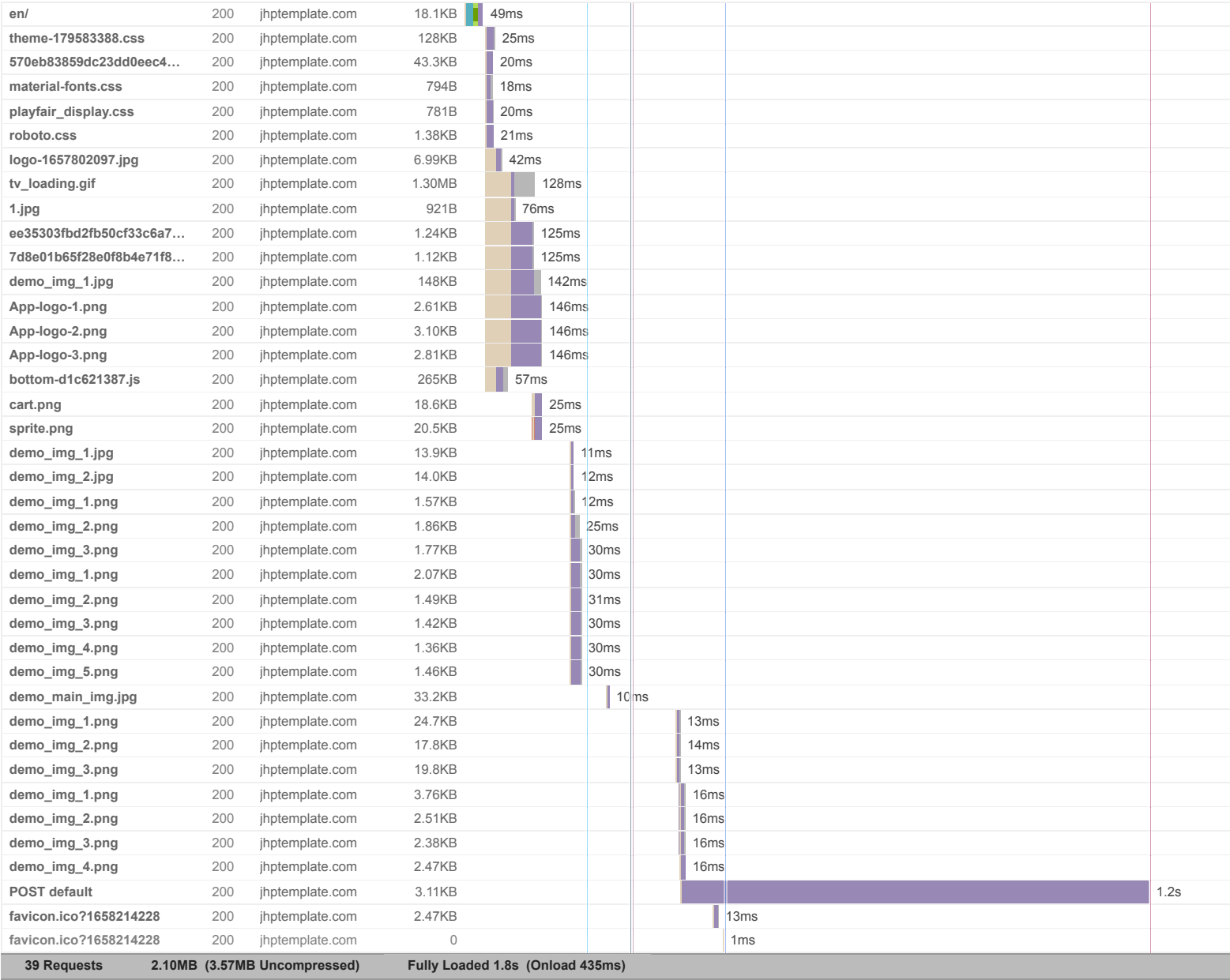


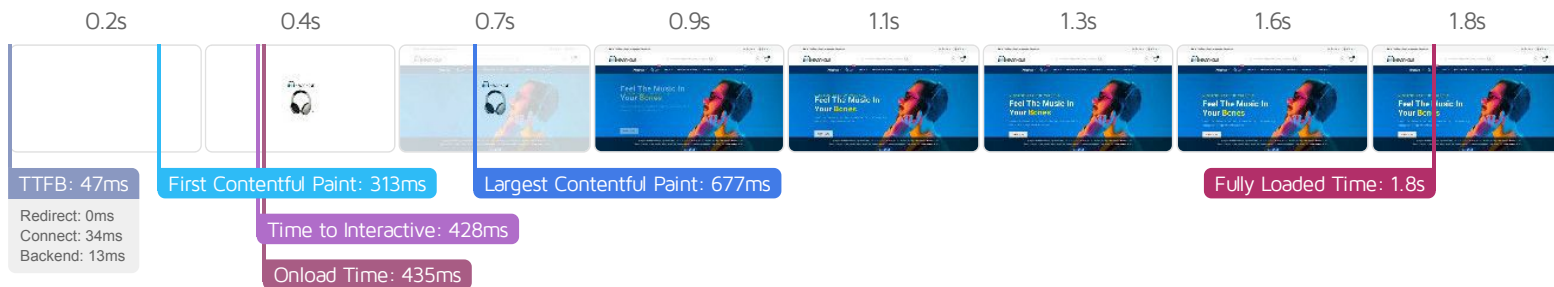
Page sizes and request counts



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.

Headphone Store





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 312ms	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 428ms
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 835ms	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 2ms
Largest Contentful Paint How long it takes for the largest element of content (i.e., a hero image) to be painted on your page. A good user experience is 1.2s or less.	Good - Nothing to do here 677ms	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 0.01

Browser Timings

Redirect	0ms	Connect	34ms	Backend	13ms
TTFB	47ms	First Paint	313ms	DOM Int.	424ms
DOM Loaded	428ms	Onload	435ms	Fully Loaded	1.8s

IMPACT	AUDIT	
Med	Avoid an excessive DOM size TBT	1,752 elements
Med	Use explicit width and height on image elements CLS	5 images found
Low	Use passive listeners to improve scrolling performance	1 event listener not passive
Low	Avoid enormous network payloads LCP	Total size was 2.10MB
Low	Use video formats for animated content LCP	Potential savings of 1.02MB
Low	Properly size images	Potential savings of 0.98MB
Low	Ensure text remains visible during webfont load FCP LCP	1 font found
Low	Avoid long main-thread tasks TBT	2 long tasks found
Low	Reduce JavaScript execution time TBT	278ms spent executing JavaScript
Low	Reduce unused CSS FCP LCP	Potential savings of 118KB
Low	Serve images in next-gen formats	Potential savings of 173KB
Low	Defer offscreen images	Potential savings of 1.39MB
Low	Avoid non-composited animations CLS	24 animated elements found
Low	Avoid chaining critical requests FCP LCP	2 chains found
Low	Reduce unused JavaScript LCP	Potential savings of 186KB
N/A	Largest Contentful Paint element LCP	680 ms
N/A	Eliminate render-blocking resources FCP LCP	Potential savings of 0 ms
N/A	Reduce initial server response time FCP LCP	Root document took 12ms
N/A	Avoid serving legacy JavaScript to modern browsers TBT	Potential savings of 90B
N/A	Avoid large layout shifts CLS	1 element found
N/A	Minimize main-thread work TBT	Main-thread busy for 1.0s
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code TBT	