

Performance Report for: https://jhptemplate.com/presta/v2_icasely_370/en/

Report generated: Fri, Jul 26, 2024 4:02 AM -0700
Test Server Location: Vancouver, Canada
Using: Chrome 117.0.0.0, Lighthouse 11.0.0

A	Performance 100%	Structure 94%	L. Contentful Paint 530ms	T. Blocking Time 0ms	C. Layout Shift 0
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Top Issues

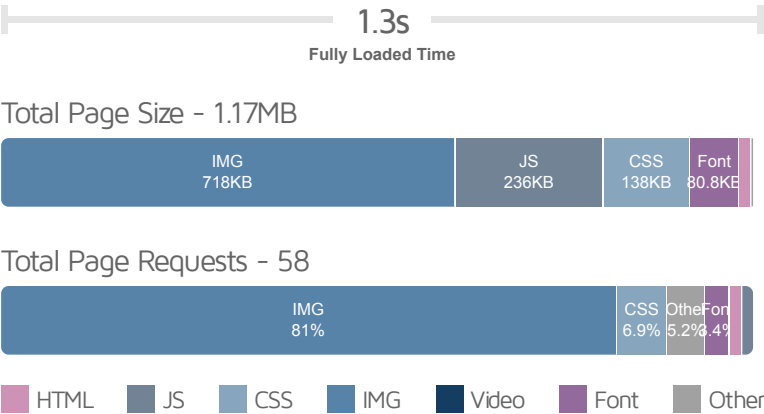
Med-High	Avoid an excessive DOM size	TBT	2,176 elements
Med-Low	Serve static assets with an efficient cache policy		Potential savings of 105KB
Low	Use passive listeners to improve scrolling performance		1 event listener not passive
Low	Avoid enormous network payloads	LCP	Total size was 1.17MB
Low	Properly size images		Potential savings of 153KB

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



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.

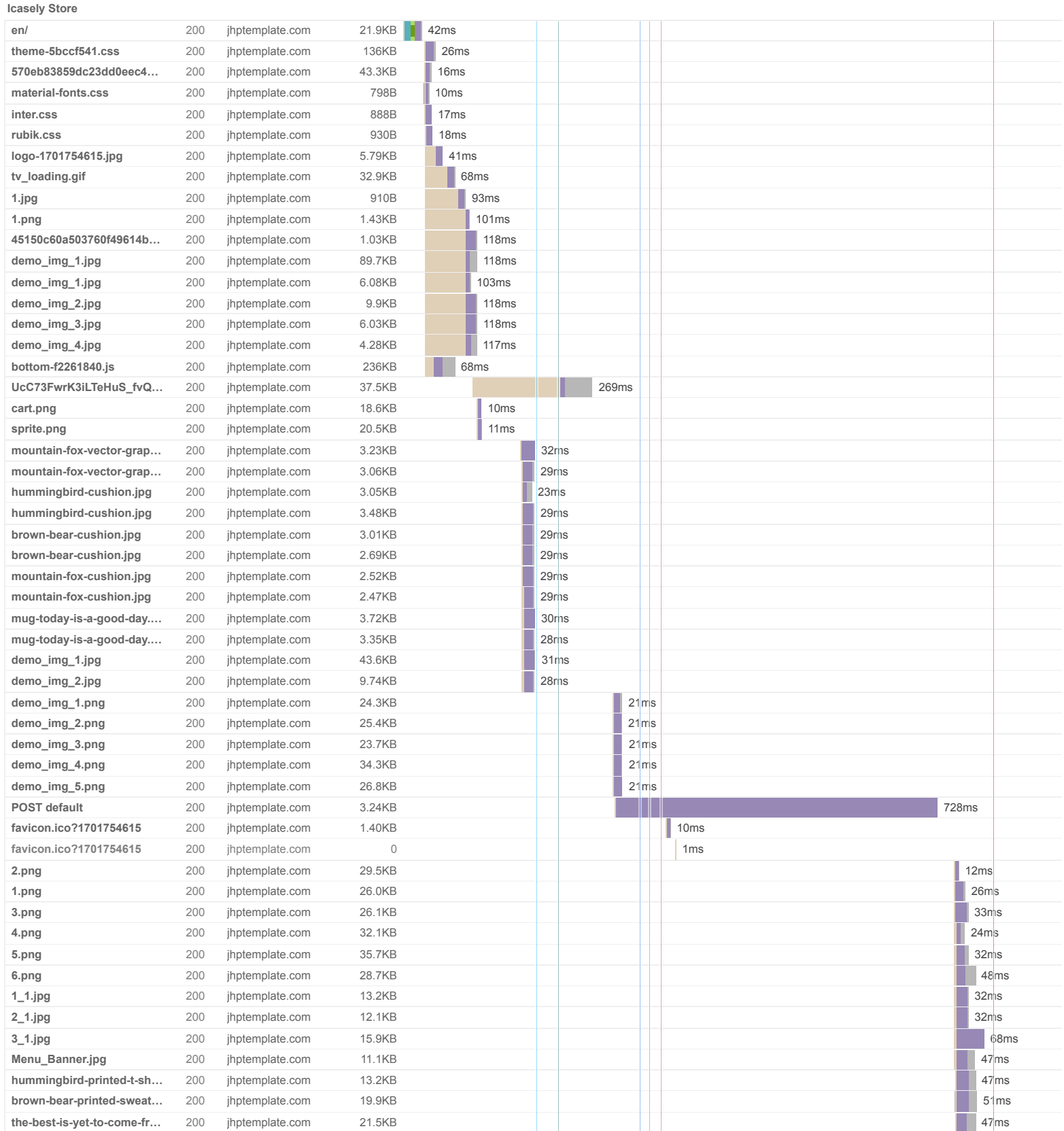
As if you didn't need more incentive, **Google use Page Speed and Page Experience (including Web Vitals) signals in their ranking algorithm.**

About GTmetrix

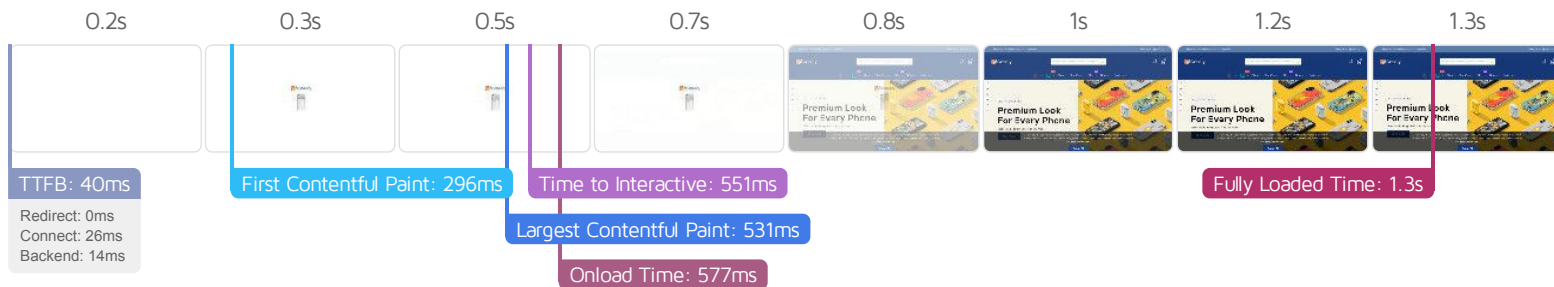
GTmetrix was developed as a tool for customers to easily test the performance of their webpages.

[Learn more about us.](#)

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.



[illegible]



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 295ms	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 550ms
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 982ms	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 0ms
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 530ms	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

Browser Timings

Redirect	0ms	Connect	26ms	Backend	14ms
TTFB	40ms	First Paint	296ms	DOM Int.	344ms
DOM Loaded	346ms	Onload	577ms	Fully Loaded	1.3s

IMPACT	AUDIT	
Med-High	Avoid an excessive DOM size TBT	2,176 elements
Med-Low	Serve static assets with an efficient cache policy	Potential savings of 105KB
Low	Use passive listeners to improve scrolling performance	1 event listener not passive
Low	Avoid enormous network payloads LCP	Total size was 1.17MB
Low	Properly size images	Potential savings of 153KB
Low	Ensure text remains visible during webfont load FCP LCP	1 font found
Low	Avoid long main-thread tasks TBT	3 long tasks found
Low	Reduce JavaScript execution time TBT	195ms spent executing JavaScript
Low	Reduce unused CSS FCP LCP	Potential savings of 123KB
Low	Serve images in next-gen formats	Potential savings of 336KB
Low	Defer offscreen images	Potential savings of 100KB
Low	Avoid chaining critical requests FCP LCP	2 chains found
Low	Reduce unused JavaScript LCP	Potential savings of 170KB
N/A	Largest Contentful Paint element LCP	530 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 14ms
N/A	Avoid serving legacy JavaScript to modern browsers TBT	Potential savings of 55B
N/A	Avoid large layout shifts CLS	3 elements found
N/A	Minimize main-thread work TBT	Main-thread busy for 1.1s
N/A	User Timing marks and measures	
N/A	Reduce the impact of third-party code TBT	