



# Performance Report for: <https://cotooling.it/>

Report generated: Fri, May 28, 2021 1:04 AM -0700  
 Test Server Location: London, UK  
 Using: Chrome (Desktop) 90.0.4430.212, Lighthouse 7.4.0

<b>A</b>	Performance	Structure	L. Contentful Paint	T. Blocking Time	C. Layout Shift
	<b>93%</b>	<b>98%</b>	<b>1.2s</b>	<b>0ms</b>	<b>0</b>

## Top Issues

IMPACT	AUDIT	
Low	<b>Use a Content Delivery Network (CDN)</b>	7 resources found
Low	<b>Serve static assets with an efficient cache policy</b>	Potential savings of 44.9KB
Low	<b>Use HTTP/2 for all resources</b>	130ms
Low	<b>Reduce unused CSS</b>	Potential savings of 28.1KB
Low	<b>Serve images in next-gen formats</b>	Potential savings of 13.5KB

## Page Details



Total Page Size - 888KB



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.**

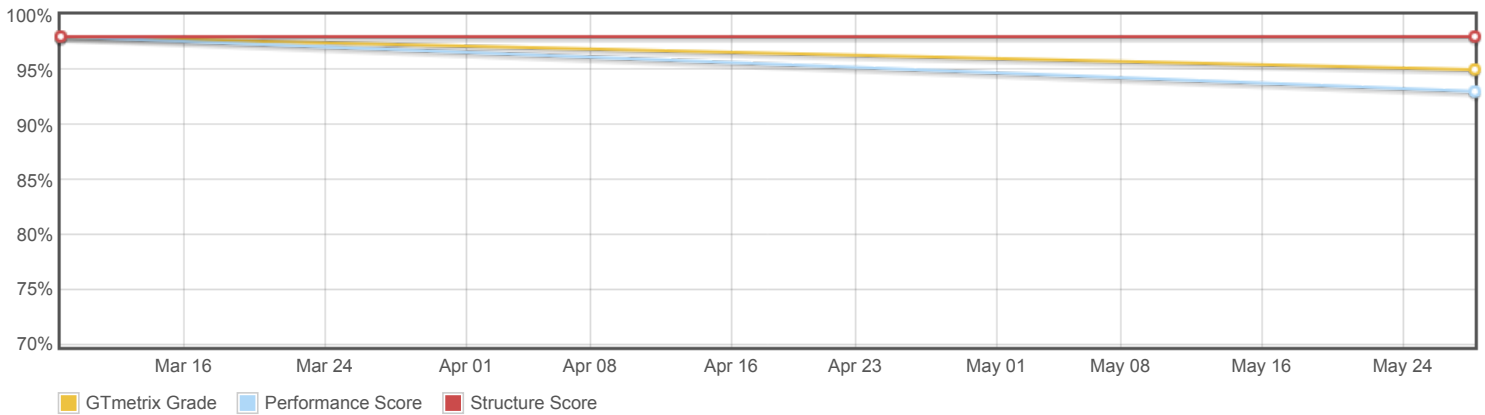
### About GTmetrix

GTmetrix is developed by the good folks at **CARBON60**, a Canadian hosting company with over 25 years experience in web technology.

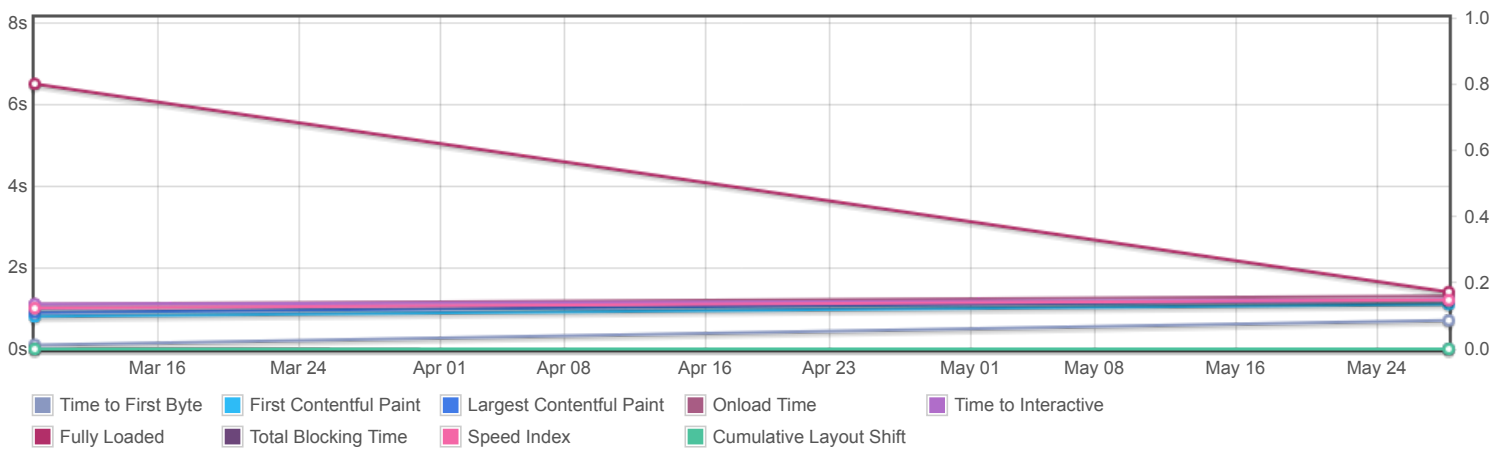


<https://carbon60.com/>

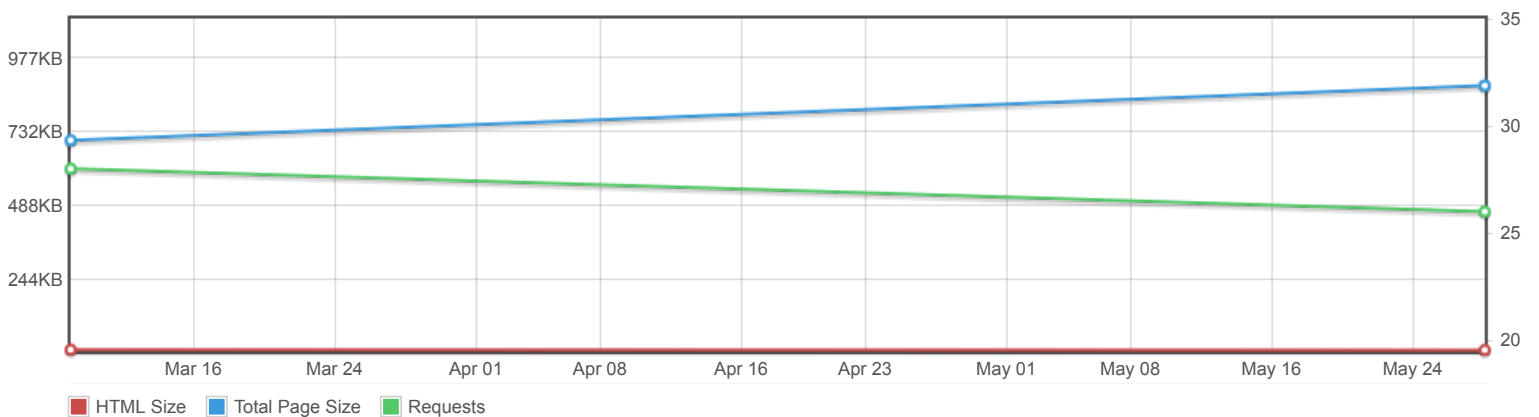
### Page scores



### Page metrics

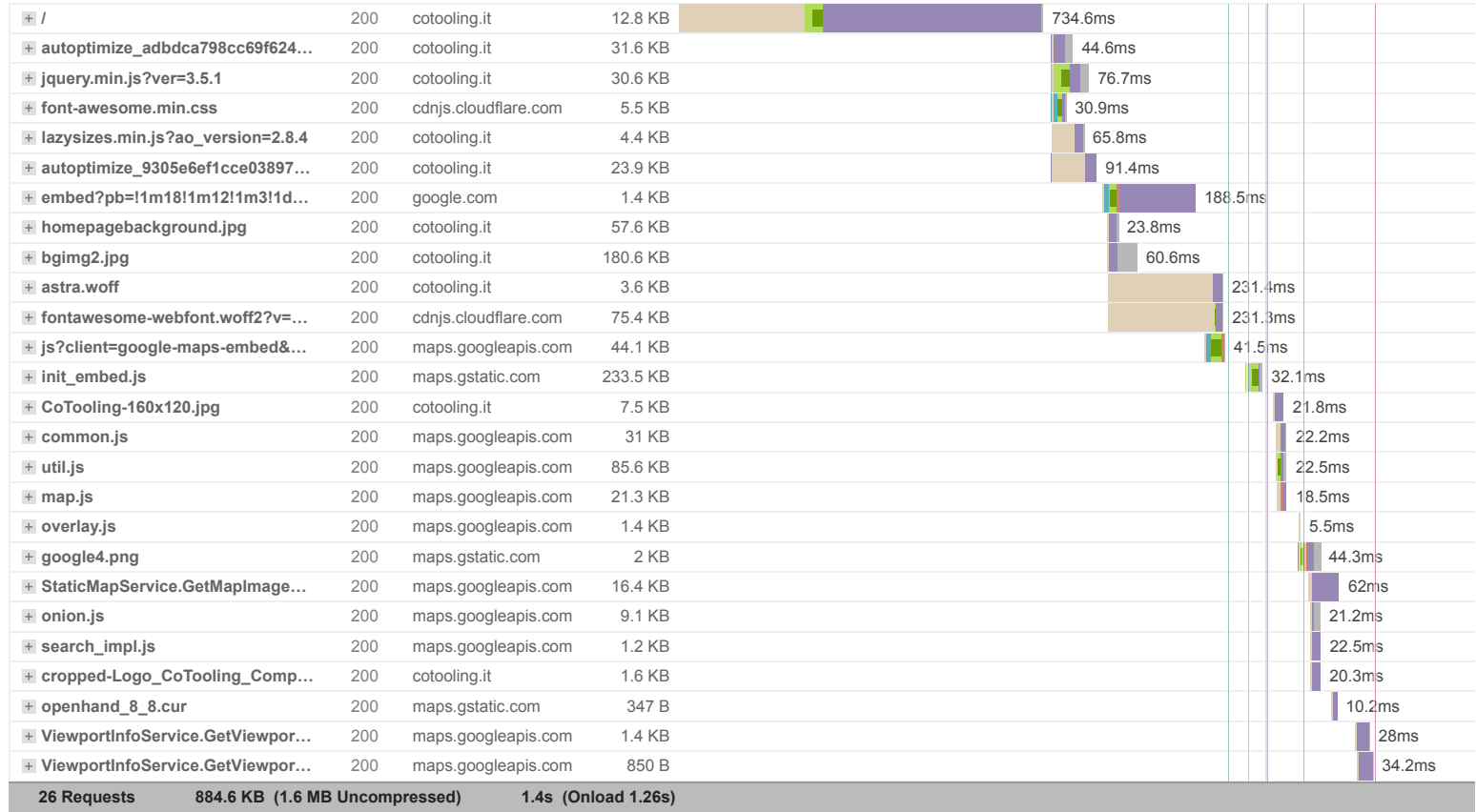


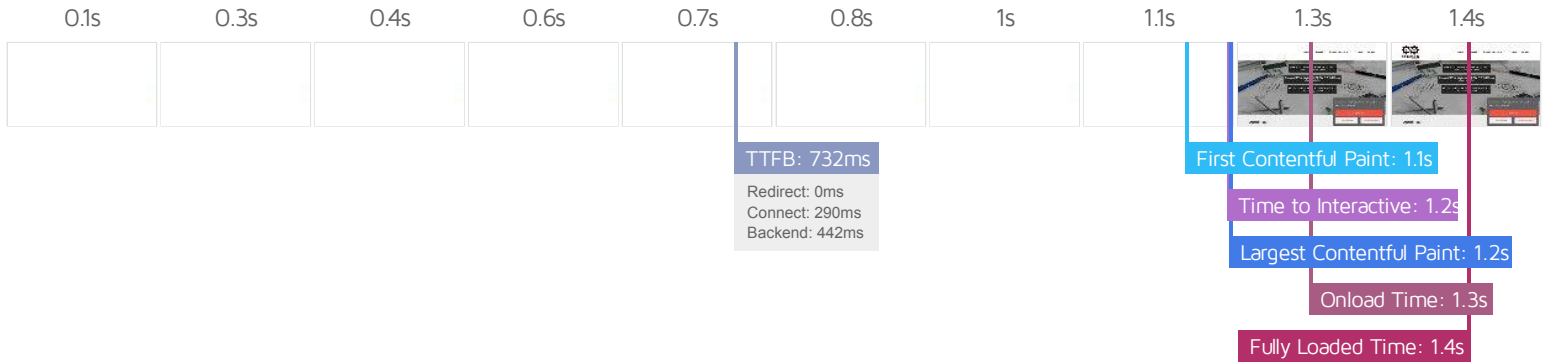
### Page sizes and request counts



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.

### Co-Tooling: Progettazione di oggetti industriali





## Performance Metrics

<h3>First Contentful Paint</h3> <p>How quickly content like text or images are painted onto your page. A good user experience is 0.9s or less.</p>	<p>OK, but consider improvement</p> <p><b>1.1s</b></p>	<h3>Time to Interactive</h3> <p>How long it takes for your page to become fully interactive. A good user experience is 2.5s or less.</p>	<p>Good - Nothing to do here</p> <p><b>1.2s</b></p>
<h3>Speed Index</h3> <p>How quickly the contents of your page are visibly populated. A good user experience is 1.3s or less.</p>	<p>Good - Nothing to do here</p> <p><b>1.2s</b></p>	<h3>Total Blocking Time</h3> <p>How much time is blocked by scripts during your page loading process. A good user experience is 150ms or less.</p>	<p>Good - Nothing to do here</p> <p><b>0ms</b></p>
<h3>Largest Contentful Paint</h3> <p>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.</p>	<p>Good - Nothing to do here</p> <p><b>1.2s</b></p>	<h3>Cumulative Layout Shift</h3> <p>How much your page's layout shifts as it loads. A good user experience is a score of 0.1 or less.</p>	<p>Good - Nothing to do here</p> <p><b>0</b></p>

## Browser Timings

Redirect	0ms	Connect	290ms	Backend	442ms
TTFB	732ms	DOM Int.	1.1s	DOM Loaded	1.1s
First Paint	1.1s	Onload	1.3s	Fully Loaded	1.4s

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Low	<b>Reduce unused CSS</b>	Potential savings of 28.1KB
Low	<b>Serve images in next-gen formats</b>	Potential savings of 13.5KB
Low	<b>Avoid an excessive DOM size</b>	463 elements
Low	<b>Avoid enormous network payloads</b>	Total size was 888KB
Low	<b>Ensure text remains visible during webfont load</b>	1 font found
Low	<b>Avoid long main-thread tasks</b>	2 long tasks found
Low	<b>Reduce JavaScript execution time</b>	107ms spent executing JavaScript
Low	<b>Preload Largest Contentful Paint image</b>	
Low	<b>Reduce initial server response time</b>	Root document took 441ms
Low	<b>Avoid large layout shifts</b>	1 element found
Low	<b>Avoid chaining critical requests</b>	3 chains found
N/A	<b>Largest Contentful Paint element</b>	1 element found
N/A	<b>Minimize main-thread work</b>	Main-thread busy for 510ms
N/A	<b>Reduce the impact of third-party code</b>	Third-party code blocked the main thread for 0 ms
N/A	<b>User Timing marks and measures</b>	