



# Performance

## Metrics



First Contentful Paint	1.7 s	First Meaningful Paint	1.7 s
Speed Index	1.8 s	First CPU Idle	3.1 s
Time to Interactive	3.7 s	Max Potential First Input Delay	200 ms

[View Trace](#)

Values are estimated and may vary. The performance score is based only on these metrics.



**Opportunities** — These suggestions can help your page load faster. They don't directly affect the Performance score.

Opportunity	Estimated Savings
Eliminate render-blocking resources	0.15 s

**Diagnostics** — More information about the performance of your application. These numbers don't directly affect the Performance score.

- Serve static assets with an efficient cache policy — 13 resources found
- Minimize main-thread work — 2.7 s
- Minimize Critical Requests Depth — 1 chain found
- User Timing marks and measures — 1 user timing
- Keep request counts low and transfer sizes small — 29 requests • 229 KB

**Passed audits (18)**

## Runtime Settings

URL	https://nl.m.wikipedia.org/wiki/Energiebesparing
Fetch time	Sep 25, 2019, 11:28 AM GMT+2

<b>Device</b>	Emulated Nexus 5X
<b>Network throttling</b>	150 ms TCP RTT, 1,638.4 Kbps throughput (Simulated)
<b>CPU throttling</b>	4x slowdown (Simulated)
<b>User agent (host)</b>	Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/77.0.3865.90 Safari/537.36
<b>User agent (network)</b>	Mozilla/5.0 (Linux; Android 6.0.1; Nexus 5 Build/MRA58N) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/74.0.3694.0 Mobile Safari/537.36 Chrome-Lighthouse
<b>CPU/Memory Power</b>	744

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