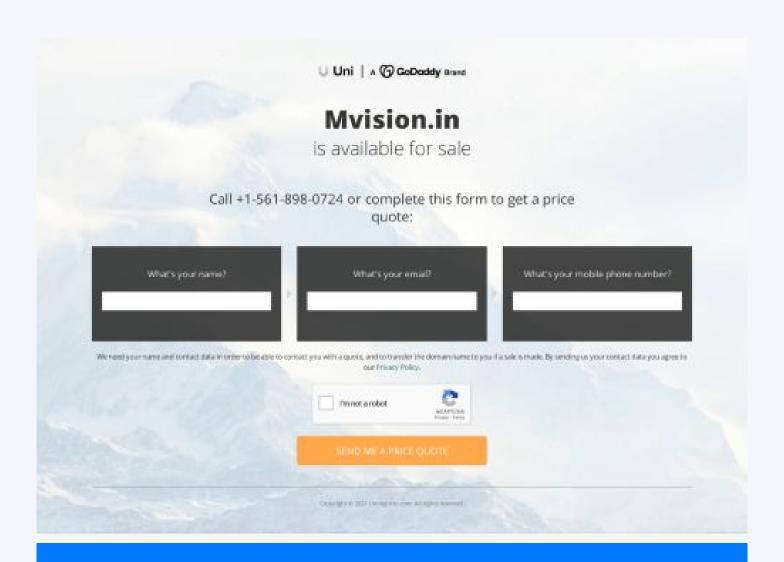


Contact: i@seoguide.co | Website: https://seoguide.co/ Generated At: 2021-03-10 22:48:03

# Domain Name - mvision.in

WhoIs Information	Moz information
Registered : No	Subdomain normalized: 2.354918003
Domain age: 0 Years 0 Months 0 Days	<b>Subdomain raw</b> : 0.2354917973
Tech email:	<b>Url normalized :</b> 3.79999952
Name servers :	Url raw: 0.379999952
Created at :	Http status code : 200
Changed at :	Domain authority : 26
Expire at :	Page authority: 38
Registrant name :	External quality link: 249
Admin name :	Links : 280
Registrant country : 💌	
Admin country : ×	Link information
Registrant phone :	Backlink count: 249
Admin phone :	Total link count: 280

**Mozrank**: 3.79999952



# Mobile Friendly Check

Performance: 30.55

**Emulated Form Factor Mobile** 

Locale En-US

Category Performance

# Field Data

Over the last 30 days, the field data shows that this page has an **Moderate** speed compared to other pages in the Chrome User Experience Report. We are showing The 75th percentile of FCP and The 95th percentile of FID

First Contentful Paint (FCP)

3701 ms

Metric Category

SLOW

First Input Delay (FID)

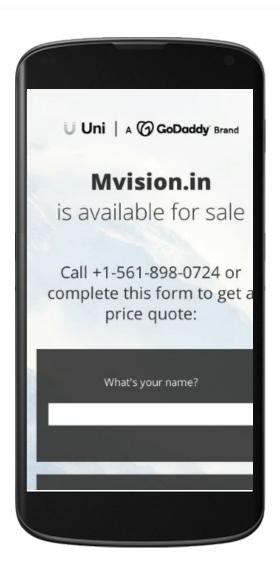
243 ms

Metric Category

**AVERAGE** 

**Overall Category** 

SLOW



# Origin Summary

All pages served from this origin have a **Slow** speed compared to other pages in the Chrome User Experience Report Over the last 30 days. To view suggestions tailored to each page, analyze individual page URLs.

First Contentful Paint (FCP)

3701 ms

Metric Category

**SLOW** 

First Input Delay (FID)

243 ms

Metric Category

**AVERAGE** 

**Overall Category** 

SLOW

# Lab Data

#### First Contentful Paint

First Contentful Paint marks the time at which the first text or image is painted. Learn more

4.2 s

# First Meaningful Paint

First Meaningful Paint measures when the primary content of a page is visible. Learn more

4.2 s

#### Speed Index

Speed Index shows how quickly the contents of a page are visibly populated. Learn more

6.1 s

## First CPU Idle

First CPU Idle marks the first time at which the page's main thread is quiet enough to handle input. Learn more

11.8 s

#### Time to Interactive

 $\label{thm:continuous} \mbox{Time to interactive is the amount of time it takes for the page to become fully interactive.} \mbox{\bf Learn more}$ 

12.4 s

# Max Potential First Input Delay

The maximum potential First Input Delay that your users could experience is the duration, in milliseconds, of the longest task.

Learn more

870 ms

#### Audit Data

# Keep request counts low and transfer sizes small

To set budgets for the quantity and size of page resources, add a budget, json file. Learn More

45 requests • 887 KiB

## Eliminate render-blocking resources

Resources are blocking the first paint of your page. Consider delivering critical JS/CSS inline and deferring all non-critical JS/styles. **Learn More** 

Potential savings of 1,860 ms

# Efficiently encode images

Optimized images load faster and consume less cellular data. Learn More

# Enable text compression

Text-based resources should be served with compression (gzip, deflate or brotli) to minimize total network bytes. **Learn**More

# Serve static assets with an efficient cache policy

A long cache lifetime can speed up repeat visits to your page. Learn More

11 resources found

# Reduce the impact of third-party code

Third-party code can significantly impact load performance. Limit the number of redundant third-party providers and try to load third-party code after your page has primarily finished loading. **Learn More** 

Third-party code blocked the main thread for 5,090 ms

# Network Round Trip Times

Network round trip times (RTT) have a large impact on performance. If the RTT to an origin is high, it's an indication that servers closer to the user could improve performance. **Learn More** 

0 ms

# **Estimated Input Latency**

Estimated Input Latency is an estimate of how long your app takes to respond to user input, in milliseconds, during the busiest 5s window of page load. If your latency is higher than 50 ms, users may perceive your app as laggy. **Learn More** 

490 ms

## First Contentful Paint (3G)

First Contentful Paint 3G marks the time at which the first text or image is painted while on a 3G network. **Learn More**8584 ms

# **Total Blocking Time**

Sum of all time periods between FCP and Time to Interactive, when task length exceeded 50ms, expressed in milliseconds.

4,140 ms

## Reduce JavaScript execution time

Consider reducing the time spent parsing, compiling, and executing JS. You may find delivering smaller JS payloads helps with this. **Learn More** 

 $7.2 \, s$ 

# Defer offscreen images

Consider lazy-loading offscreen and hidden images after all critical resources have finished loading to lower time to interactive. **Learn More** 

#### Server Backend Latencies

Server latencies can impact web performance. If the server latency of an origin is high, it's an indication the server is overloaded or has poor backend performance. **Learn More** 

0 ms

# Properly size images

Serve images that are appropriately-sized to save cellular data and improve load time. Learn More

#### Remove unused CSS

Remove dead rules from stylesheets and defer the loading of CSS not used for above-the-fold content to reduce unnecessary bytes consumed by network activity. **Learn More** 

Potential savings of 75 KiB

# Avoids enormous network payloads

Large network payloads cost users real money and are highly correlated with long load times. Learn More

Total size was 887 KiB

#### Minimize main-thread work

Consider reducing the time spent parsing, compiling and executing JS. You may find delivering smaller JS payloads helps with this. **Learn More** 

8.7 s

#### Serve images in next-gen formats

Image formats like JPEG 2000, JPEG XR, and WebP often provide better compression than PNG or JPEG, which means faster downloads and less data consumption. **Learn More** 

## Potential savings of 74 KiB

# Avoid chaining critical requests

The Critical Request Chains below show you what resources are loaded with a high priority. Consider reducing the length of chains, reducing the download size of resources, or deferring the download of unnecessary resources to improve page load.

Learn More

# Avoids enormous network payloads

A large DOM will increase memory usage, cause longer **Learn More** 

#### 104 elements

# Avoid multiple page redirects

Redirects introduce additional delays before the page can be loaded. **Learn More**Potential savings of 1,890 ms

# Minify JavaScript

Minifying JavaScript files can reduce payload sizes and script parse time. Learn More

# User Timing marks and measures

Consider instrumenting your app with the User Timing API to measure your app's real-world performance during key user experiences. **Learn More** 

IP Information	Malware Scan Info
ISP: AS19324 Dosarrest Internet Security LTD	Google safe browser norton : Safe
<b>Ip</b> : 52.128.23.153	Norton: untested
Country: UNITED STATES	
City: Morris Plains	
Region: New Jersey	Search Engine Index Info
Timezone : America/New_York	Google index : 1
<b>Latitude</b> : 40.8223	Bing index: 0
<b>Longitude :</b> -74.4569	Yahoo index : 0

Sites in Same IP
1. tacs.org
2. findaroom.com
3. intranet.com
4. krystalkoach.com
5. pqoo.com
6. yle.xyz
7. anybodyoutthere.com
8. xotta.com
9. expattaxservice.info
10.