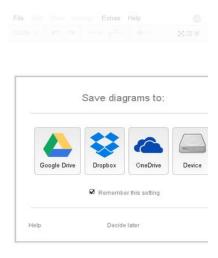
### PageSpeed Insights

#### Mobile



80 / 100 Speed

Should Fix:

### Leverage browser caching

Setting an expiry date or a maximum age in the HTTP headers for static resources instructs the browser to load previously downloaded resources from local disk rather than over the network.

Leverage browser caching for the following cacheable resources:

- https://content.googleapis.com/discovery/v1/apis/drive/v2/rest?fields=kind%2Cname%2Cver sion%2CrootUrl%2CservicePath%2Cresources%2Cparameters%2Cmethods&pp=0 (5 minutes)
- https://apis.google.com/js/api.js?onload=DrawGapiClientCallback (30 minutes)
- https://apis.google.com/js/rpc:shindig\_random.js?onload=init (30 minutes)
- https://www.dropbox.com/static/api/1/dropins.js (60 minutes)
- https://www.google.com/jsapi?autoload=%7B%22modules%22%3A%5B%7B%22name%22%3A%22picker%22%2C%22version%22%3A%221%22%2C%22language%22%3A%22en-

#### US%22%7D%5D%7D (60 minutes)

- https://www.google-analytics.com/analytics.js (2 hours)
- https://www.draw.io/images/dropbox-logo.svg (4 hours)
- https://www.draw.io/images/edit.gif (4 hours)
- https://www.draw.io/images/glyphicons facebook.png (4 hours)
- https://www.draw.io/images/glyphicons\_github.png (4 hours)
- https://www.draw.io/images/glyphicons google.png (4 hours)
- https://www.draw.io/images/glyphicons twitter.png (4 hours)
- https://www.draw.io/images/google-drive-logo.svg (4 hours)
- https://www.draw.io/images/help.png (4 hours)
- https://www.draw.io/images/logo-confluence.png (4 hours)
- https://www.draw.io/images/onedrive-logo.svg (4 hours)
- https://www.draw.io/images/osa drive-harddisk.png (4 hours)
- https://www.draw.io/js/app.min.js (4 hours)
- https://www.draw.io/js/jscolor/jscolor.js (4 hours)
- https://www.draw.io/mxgraph/css/common.css (4 hours)
- https://www.draw.io/styles/grapheditor.css (4 hours)

# Consider Fixing:

### Minify HTML

Compacting HTML code, including any inline JavaScript and CSS contained in it, can save many bytes of data and speed up download and parse times.

Minify HTML for the following resources to reduce their size by 1KiB (21% reduction).

• Minifying https://www.draw.io/ could save 1KiB (21% reduction) after compression.

### Minify JavaScript

Compacting JavaScript code can save many bytes of data and speed up downloading, parsing, and execution time.

Minify JavaScript for the following resources to reduce their size by 1.6KiB (24% reduction).

 Minifying https://www.draw.io/js/jscolor/jscolor.js could save 1.6KiB (24% reduction) after compression.

### Eliminate render-blocking JavaScript and CSS in above-the-fold content

Your page has 4 blocking script resources and 3 blocking CSS resources. This causes a delay in rendering your page.

None of the above-the-fold content on your page could be rendered without waiting for the following resources to load. Try to defer or asynchronously load blocking resources, or inline the critical portions of those resources directly in the HTML.

#### Remove render-blocking JavaScript:

- https://www.draw.io/js/app.min.js
- https://www.draw.io/js/jscolor/jscolor.js
- https://www.google.com/jsapi?autoload=%7B%22modules%22%3A%5B%7B%22name%22%3A%22picker%22%2C%22version%22%3A%221%22%2C%22language%22%3A%22en-US%22%7D%5D%7D
- https://www.google.com/uds/api/picker/1.0/1c635e91b9d0c082c660a42091913907/default.l.
  js

#### Optimize CSS Delivery of the following:

- https://www.draw.io/styles/grapheditor.css
- https://www.draw.io/mxgraph/css/common.css
- https://www.google.com/uds/api/picker/1.0/1c635e91b9d0c082c660a42091913907/default.c



## 6 Passed Rules

### Avoid landing page redirects

Your page has no redirects. Learn more about avoiding landing page redirects.

### **Enable compression**

You have compression enabled. Learn more about enabling compression.

### Reduce server response time

Your server responded quickly. Learn more about server response time optimization.

## Minify CSS

Your CSS is minified. Learn more about minifying CSS.

## Optimize images

Your images are optimized. Learn more about optimizing images.

### Prioritize visible content

You have the above-the-fold content properly prioritized. Learn more about prioritizing visible content.

## 96 / 100 User Experience

# Consider Fixing:

### Size content to viewport

The page content is too wide for the viewport, forcing the user to scroll horizontally. <u>Size the page content to the viewport</u> to provide a better user experience.

The page content is 458 CSS pixels wide, but the viewport is only 411 CSS pixels wide. The following elements fall outside the viewport:

- The element <div class="gelcon geSprite geSprite-globe"> falls outside the viewport.
- The element Save diagrams to: falls outside the viewport.
- The element <a class="geBaseButton">Device</a> falls outside the viewport.
- The element Remember this setting falls outside the viewport.

## Size tap targets appropriately

Some of the links/buttons on your webpage may be too small for a user to easily tap on a touchscreen. Consider making these tap targets larger to provide a better user experience.

The following tap targets are close to other nearby tap targets and may need additional spacing around them.

- The tap target <a href="javascript:void(0);" class="geltem"></a> is close to 1 other tap targets final.
- The tap target <div class="geMenubarContainer">FileEditViewArrangeExtrasHelp</div> is close to 1 other tap targets final.
- The tap target <input type="checkbox"> is close to 1 other tap targets final.



### Avoid plugins

Your page does not appear to use plugins, which would prevent content from being usable on many platforms. Learn more about the importance of <u>avoiding plugins</u>.

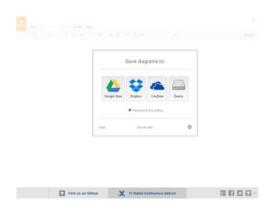
## Configure the viewport

Your page specifies a viewport matching the device's size, which allows it to render properly on all devices. Learn more about <u>configuring viewports</u>.

### Use legible font sizes

The text on your page is legible. Learn more about using legible font sizes.

### Desktop



86 / 100 Speed

Should Fix:

### Leverage browser caching

Setting an expiry date or a maximum age in the HTTP headers for static resources instructs the browser to load previously downloaded resources from local disk rather than over the network.

#### <u>Leverage browser caching</u> for the following cacheable resources:

- https://content.googleapis.com/discovery/v1/apis/drive/v2/rest?fields=kind%2Cname%2Cver sion%2CrootUrl%2CservicePath%2Cresources%2Cparameters%2Cmethods&pp=0 (5 minutes)
- https://apis.google.com/js/api.js?onload=DrawGapiClientCallback (30 minutes)
- https://apis.google.com/js/rpc:shindig\_random.js?onload=init (30 minutes)
- https://www.dropbox.com/static/api/1/dropins.js (60 minutes)
- https://www.google.com/jsapi?autoload=%7B%22modules%22%3A%5B%7B%22name%22%3A%22picker%22%2C%22version%22%3A%221%22%2C%22language%22%3A%22en-US%22%7D%5D%7D (60 minutes)
- https://www.google-analytics.com/analytics.js (2 hours)
- https://www.draw.io/images/dropbox-logo.svg (4 hours)
- https://www.draw.io/images/edit.gif (4 hours)
- https://www.draw.io/images/glyphicons facebook.png (4 hours)
- https://www.draw.io/images/glyphicons github.png (4 hours)
- https://www.draw.io/images/glyphicons google.png (4 hours)
- https://www.draw.io/images/glyphicons\_twitter.png (4 hours)
- https://www.draw.io/images/google-drive-logo.svg (4 hours)
- https://www.draw.io/images/help.png (4 hours)
- https://www.draw.io/images/logo-confluence.png (4 hours)
- https://www.draw.io/images/onedrive-logo.svg (4 hours)
- https://www.draw.io/images/osa drive-harddisk.png (4 hours)
- https://www.draw.io/js/app.min.js (4 hours)
- https://www.draw.io/js/jscolor/jscolor.js (4 hours)
- https://www.draw.io/mxgraph/css/common.css (4 hours)
- https://www.draw.io/styles/grapheditor.css (4 hours)

# Consider Fixing:

### Minify HTML

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Compacting JavaScript code can save many bytes of data and speed up downloading, parsing, and execution time.

Minify JavaScript for the following resources to reduce their size by 1.6KiB (24% reduction).

 Minifying https://www.draw.io/js/jscolor/jscolor.js could save 1.6KiB (24% reduction) after compression.

### Eliminate render-blocking JavaScript and CSS in above-the-fold content

Your page has 5 blocking script resources and 3 blocking CSS resources. This causes a delay in rendering your page.

None of the above-the-fold content on your page could be rendered without waiting for the following resources to load. Try to defer or asynchronously load blocking resources, or inline the critical portions of those resources directly in the HTML.

Remove render-blocking JavaScript:

- https://www.draw.io/js/app.min.js
- https://www.draw.io/js/jscolor/jscolor.js

### Desktop

- https://www.google.com/jsapi?autoload=%7B%22modules%22%3A%5B%7B%22name%22%3A%22picker%22%2C%22version%22%3A%221%22%2C%22language%22%3A%22en-US%22%7D%5D%7D
- https://www.google.com/uds/api/picker/1.0/1c635e91b9d0c082c660a42091913907/default.l. js
- https://apis.google.com/js/api.js?onload=DrawGapiClientCallback

#### Optimize CSS Delivery of the following:

- https://www.draw.io/styles/grapheditor.css
- https://www.draw.io/mxgraph/css/common.css
- https://www.google.com/uds/api/picker/1.0/1c635e91b9d0c082c660a42091913907/default.css

### Optimize images

Properly formatting and compressing images can save many bytes of data.

Optimize the following images to reduce their size by 1.1KiB (35% reduction).

• Compressing and resizing https://www.draw.io/images/osa\_drive-harddisk.png could save 1.1KiB (35% reduction).

### Prioritize visible content

Your page requires additional network round trips to render the above-the-fold content. For best performance, reduce the amount of HTML needed to render above-the-fold content.

The entire HTML response was not sufficient to render the above-the-fold content. This usually indicates that additional resources, loaded after HTML parsing, were required to render above-the-fold content. Prioritize visible content that is needed for rendering above-the-fold by including it directly in the HTML response.

Only about 11% of the final above-the-fold content could be rendered with the full HTML

### Desktop

response snapshot:8.



# 4 Passed Rules

## Avoid landing page redirects

Your page has no redirects. Learn more about avoiding landing page redirects.

## **Enable compression**

You have compression enabled. Learn more about enabling compression.

### Reduce server response time

Your server responded quickly. Learn more about server response time optimization.

## Minify CSS

Your CSS is minified. Learn more about minifying CSS.