

GraphQL and Perl 6

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2017-01-09

Introduction

- GraphQL invented by Facebook to improve mobile app performance
- Now widely used within Facebook, and growing in popularity
- Open Source reference implementation and specification at graphql.org
- Implementations: Javascript, Ruby, PHP, Python, Java, C/C++, Go, Scala, .NET, Elixir, Haskell, SQL, Lua, Elm, Clojure, Swift, OCaml
- Many are migrating from RESTful APIs to GraphQL.
- Often multiple REST queries can be merged into a single GraphQL query with a single round trip client to server.
- Check out https://developer.github.com/early-access/graphql/

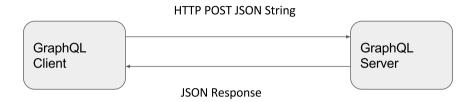
Hello World

```
use GraphQL;
class Query
{
    method hello(--> Str) { 'Hello World' }
}
my $schema = GraphQL::Schema.new(Query);
say $schema.execute('{ hello }').to-json;
```

Hello World

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use GraphQL;
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{
    method hello(--> Str) { 'Hello World' }
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my $schema = GraphQL::Schema.new(Query);
say $schema.execute('{ hello }').to-json;
```

```
{
  "data": {
    "hello": "Hello World"
  }
}
```



Hello World GraphQL Server

```
use GraphQL;
use GraphQL::Server;

class Query
{
    method hello(--> Str) { 'Hello World' }
}

my $schema = GraphQL::Schema.new(Query);

GraphQL-Server($schema);
```

• Wraps \$schema.execute() in a simple Bailador server

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- Wraps \$schema.execute() in a simple Bailador server
- HTTP POST GraphQL Query to /graphql
 - JSON response comes back

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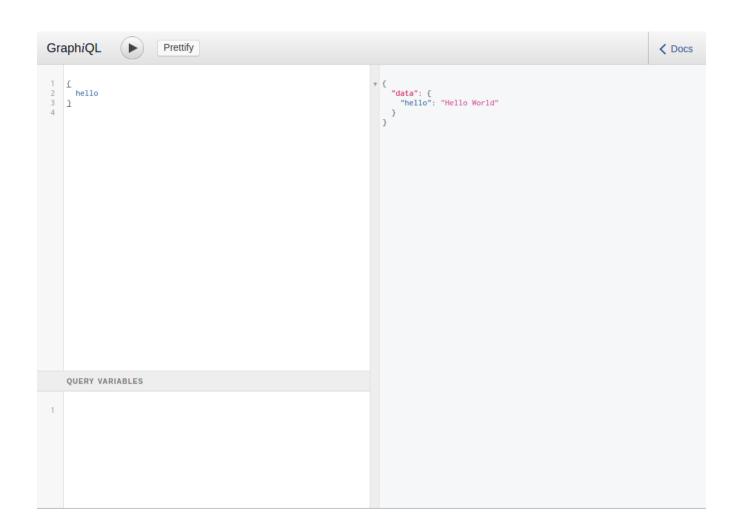
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use GraphQL;
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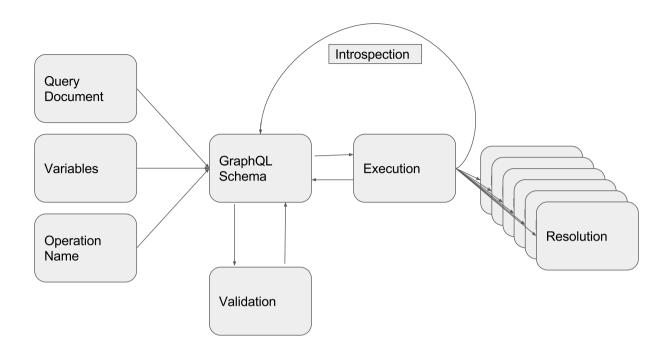
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- Wraps \$schema.execute() in a simple Bailador server
- HTTP POST GraphQL Query to /graphql
 - JSON response comes back
- HTTP GET /graphql with no parameters
 - returns Facebook GraphiQL IDE





Perl Schema definition

- Three styles:
 - 1. Manual
 - 2. GraphQL Schema Language (GSL)
 - 3. Perl 6 Class introspection

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 - GSL is just parsed to produce the manual objects
 - Perl objects are introspected with Perl 6's Metamodel

Perl Schema definition

- Three styles:
 - 1. Manual
 - 2. GraphQL Schema Language (GSL)
 - 3. Perl 6 Class introspection
- All result in the same schema
 - GSL is just parsed to produce the manual objects
 - Perl objects are introspected with Perl 6's Metamodel
- Can be inter-mixed as desired

Manual Schema Creation

```
my $schema = GraphQL::Schema.new(
    GraphQL::Object.new(
        name => 'Query',
        fieldlist => GraphQL::Field.new(
            name => 'hello',
            type => $GraphQLString,
            resolver => sub { 'Hello World' }
        )
    )
);
```

- GraphQL is strongly, staticly typed
- GraphQL Types can have a 'name' and 'description'
- GraphQL Fields can have a resolver

Some of the GraphQL classes

GraphQL Type	Perl Class
String	GraphQL::String
Int	GraphQL::Int
Float	GraphQL::Float
Boolean	GraphQL::Boolean
ID	GraphQL::ID
Scalar	GraphQL::Scalar
List	GraphQL::List
Non-Null	GraphQL::Non-Null
Object/Type	GraphQL::Object
Field	GraphQL::Field
Interface	GraphQL::Interface
Enum	GraphQL::Enum
Union	GraphQL::Union
Input	GraphQL::Input

GraphQL Schema Language (GSL)

```
my $schema = GraphQL::Schema.new('type Query { hello: String }',
    resolvers =>
    {
        Query =>
        {
            hello => sub { 'Hello World' }
        }
    }
}
```

- Compatible with many other language's schema definitions
- Pass a two level hash with resolving functions. Object/Field.



GraphQL Schema Language Cheat Sheet

The definitive guide to express your GraphQL schema succinctly

What is GraphQL Schema Language?

It is a shorthand notation to succinctly express the basic shape of your GraphQL schema and its type system.

What does it look like?

Would you believe me if I say it is the most beautiful thing you've ever laid your eyes upon?

Below is an example of a typical GraphQL schema expressed in shorthand.

```
interface Entity {
 id: ID!
 name: String
scalar Url
type User implements Entity {
 id: ID!
  name: String
  age: Int
  balance: Float
  is_active: Boolean
  friends: [User]!
  website: Url
type Root {
  me: User
  friends(limit: Int = 10): [User]!
schema {
  query: Root
  mutation: ...
  subscription: ...
```

Schema schema GraphQL schema definition query A read-only fetch operation mutation A write followed by fetch operation subscription A subscription operation (experimental)

Built-iii Scalai Types	
Int	Int
Float	Float
String	String
Boolean	Boolean
ID	ID

Type Definitions	
scalar	Scalar Type
type	Object Type
interface	Interface Type
union	Union Type
enum	Enum Type
input	Input Object Type

Type Marker	ь
String	Nullable String type
String!	Non-null String type
[String]	List of nullable Strings type
[String]!	Non-null list of nullable Strings type
[String!]!	Non-null list of non-null Strings type

```
Input Arguments
                                                       Interfaces
Basic Input
type Root {
  users(limit: Int): [User]
Input with default value
type Root {
  users(limit: Int = 10): [User]
Input with multiple arguments
type Root {
   users(limit: Int, sort: String): [User]
Input with multiple arguments and default values
 users(limit: Int = 10, sort: String): [User]
                                                       type Foo {
type Root {
 users(limit: Int, sort: String = "asc"): [User]
                                                       type Bar {
  users(limit: Int = 10, sort: String = "asc"): [User]
Input Object Types
                                                       type Root {
input ListUsersInput {
 limit: Int
 since_id: ID
                                                       Enums
type Root {
 users(params: ListUsersInput): [User]!
                                                         NOT_FOUND
                                                         ACTIVE
Custom Scalars
                                                         INACTIVE
                                                         SUSPENDED
scalar Url
type User {
                                                       type Root {
  name: String
                                                         stateForUser(userID: ID!): STATE!
  homepage: Url
                                                         users(state: STATE, limit: Int = 10): [User]
```

Object implementing one or more Interfaces interface Foo { is_foo: Boolean interface Goo { is_goo: Boolean type Bar implements Foo { is_foo: Boolean is_bar: Boolean type Baz implements Foo, Goo { is_foo: Boolean is_goo: Boolean is_baz: Boolean Union of one or more Objects name: String is_bar: String union SingleUnion = Foo union MultipleUnion = Foo | Bar single: SingleUnion multiple: MultipleUnion enum USER_STATE {

Perl

```
class Query
{
    method hello(--> Str) { 'Hello World' }
}
my $schema = GraphQL::Schema.new(Query);
```

Perl

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- Some restrictions on how you construct your objects.
- All named/typed arguments, including typed return.

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```

- Some restrictions on how you construct your objects.
- All named/typed arguments, including typed return.

GraphQL Type	Perl Type
String	Str
Int	Int
Float	Num
Boolean	Bool
ID	ID (subset of Cool)

Example Database

```
class User
    has Int $.id;
   has Str $.name;
   has Str $.birthday;
   has Bool $.status;
}
my User @users =
   User.new(id => "0",
             name => 'Gilligan',
             birthday => 'Friday',
             status => True),
   User.new(id => "1",
             name => 'Skipper',
             birthday => 'Monday',
             status => False),
   User.new(id => "2",
             name => 'Professor',
             birthday => 'Tuesday',
             status => True);
```

Example Schema (GSL):

```
type User {
  id: ID!
  name: String!
  birthday: String
  status: Boolean
}

type Query {
  user(id: ID!): User
  listusers(start: ID = "0", count: Int = 3): [User]
}
```

Example Schema (GSL):

```
type User {
  id: ID!
  name: String!
  birthday: String
  status: Boolean
}

type Query {
  user(id: ID!): User
  listusers(start: ID = "0", count: Int = 3): [User]
}
```

Example Schema (Perl)

```
class User
{
   has ID:D $.id is required;
   has Str:D $.name is required;
   has Str $.birthday;
   has Bool $.status;
}
```

Example Schema (Perl)

```
class User
{
   has ID:D $.id is required;
   has Str:D $.name is required;
   has Str $.birthday;
   has Bool $.status;
}
```

```
class Query
{
    method user(ID :$id! --> User)
    {
        @users[$id]
    }

    method listusers(ID :$start = "0", Int :$count = 3 --> Array[User])
    {
        Array[User].new(@users[$start ..^ $start+$count])
    }
}
```

Example Schema (Perl)

```
class User
{
   has ID:D $.id is required;
   has Str:D $.name is required;
   has Str $.birthday;
   has Bool $.status;
}
```

```
class Query
{
    method user(ID :$id! --> User)
    {
        Qusers[$id]
    }

    method listusers(ID :$start = "0", Int :$count = 3 --> Array[User])
    {
        Array[User].new(@users[$start ..^ $start+$count])
    }
}
```

```
my $schema = GraphQL::Schema.new(User, Query);
```

Simple Query

```
{
  user(id: "0") {
   name
  birthday
  status
  }
}
```

Simple Query

```
{
  user(id: "0") {
    name
    birthday
    status
  }
}
```

```
{
  "data": {
    "user": {
        "name": "Gilligan",
        "birthday": "Friday",
        "status": "true"
    }
}
```

Multiple queries, distinguish with aliases

```
a: user(id: "0") {
   name
   birthday
   status
}
b: user(id: "1") {
   name
   birthday
   status
}
```

Multiple queries, distinguish with aliases

```
a: user(id: "0") {
   name
   birthday
   status
}
b: user(id: "1") {
   name
   birthday
   status
}
```

```
{
  "data": {
     "a": {
        "name": "Gilligan",
        "birthday": "Friday",
        "status": "true",
     },
     "b": {
        "name": "Skipper",
        "birthday": "Monday",
        "status": "false",
     }
  }
}
```

Reuse fieldlists with fragments

```
{
  a: user(id: "0") {
    ...somefields
  }
  b: user(id: "1") {
    ...somefields
  }
}

fragment somefields on User {
  name
  birthday
  status
}
```

Reuse fieldlists with fragments

```
{
  a: user(id: "0") {
    ...somefields
  }
  b: user(id: "1") {
    ...somefields
  }
}

fragment somefields on User {
  name
  birthday
  status
}
```

```
{
  "data": {
     "a": {
        "name": "Gilligan",
        "birthday": "Friday",
        "status": "true",
     },
  "b": {
        "name": "Skipper",
        "birthday": "Monday",
        "status": "false",
     }
  }
}
```

```
"data": {
  "listusers": [
      "name": "Skipper",
      "birthday": "Monday",
      "status": "false"
      "name": "Professor",
      "birthday": "Tuesday",
      "status": "true"
      "name": "Ginger",
      "birthday": "Wednesday",
      "status": "true"
```

Example - Enum

```
enum State <NOT_FOUND ACTIVE INACTIVE SUSPENDED>;

class User
{
    has ID:D $.id is required;
    has Str:D $.name is required;
    has Str $.birthday;
    has Bool $.status;
    has State $.state;
}

my $schema = GraphQL::Schema.new(State, User, Query);
```

```
"data": {
  "listusers": [
      "name": "Skipper",
      "birthday": "Monday",
      "status": "false",
      "state": "ACTIVE"
      "name": "Professor",
      "birthday": "Tuesday",
      "status": "true",
      "state": "INACTIVE"
      "name": "Ginger",
      "birthday": "Wednesday",
      "status": "true",
      "state": "SUSPENDED"
```

Input Object

```
class UserInput is GraphQL::InputObject
{
   has Str $.name;
   has Str $.birthday;
   has Bool $.status;
   has State $.state;
}
```

Mutation

```
class Mutation
   method adduser(UserInput :$newuser! --> ID) {
        push @users, User.new(id => @users.elems,
                              name => $newuser.name,
                              birthday => $newuser.birthday,
                              status => $newuser.status,
                              state => $newuser.state);
        return @users.elems - 1;
    }
   method updateuser(ID :$id!, UserInput :$userinput! --> User) {
        for <name birthday status state> -> $field {
            if $userinput."$field"().defined {
                @users[$id]."$field"() = $userinput."$field"();
        return Query.user(:$id);
}
my $schema = GraphQL::Schema.new(State, User, Query, UserInput, Mutation);
```

```
mutation {
  adduser(newuser: { name: "Thurston" })
}
```

```
mutation {
  adduser(newuser: { name: "Thurston" })
}
```

```
{
  "data": {
    "adduser": "5"
  }
}
```

```
mutation {
   adduser(newuser: { name: "Thurston" })
}
```

```
{
  "data": {
    "adduser": "5"
  }
}
```

```
{
  user(id: "5") {
   name
   birthday
   status
   state
  }
}
```

```
mutation {
  adduser(newuser: { name: "Thurston" })
}
```

```
{
  "data": {
    "adduser": "5"
  }
}
```

```
user(id: "5") {
   name
   birthday
   status
   state
}
```

```
{
  "data": {
    "user": {
        "name": "Thurston",
        "birthday": null,
        "status": "false",
        "state": null
     }
}
```

Include variables

```
{
    "bday":"May 1"
}
```

• Variables in JSON

Include variables

```
{
  "data": {
    "updateuser": {
        "name": "Thurston",
        "birthday": "May 1",
        "status": "false",
        "state": "ACTIVE"
    }
}
```

```
{
    "bday":"May 1"
}
```

• Variables in JSON

Variable data structure

```
mutation ($\frac{\$newuser}{\$newuser}$: UserInput) {
  adduser(newuser: $\frac{\$newuser}{\$newuser}$)
}
```

Variable data structure

```
mutation ($newuser: UserInput) {
   adduser(newuser: $newuser)
}

{
   "newuser": {
     "name": "Lovey",
     "birthday": "Oct 17",
     "status": true,
     "state": "INACTIVE"
   }
}
```

Variable data structure

```
mutation ($newuser: UserInput) {
  adduser(newuser: $newuser)
 "newuser": {
    "name": "Lovey",
    "birthday": "Oct 17",
    "status": true,
"state": "INACTIVE"
  "data": {
     "adduser": "6"
```

Use promises to do slow queries in parallel

• Resolver can return promise:

```
user => sub (:$id)
{
    start {
        sleep 2;
        @users[$id];
    }
}
```

Use promises to do slow queries in parallel

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user => sub (:$id)
{
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}
```

• Perl method is typed, it can't return a promise, use trait

```
method user(ID :$id! --> User) is graphql-background
{
    sleep 2;
        @users[$id];
}
```

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- Reuse queries with variables for things that change rather than making a new query.

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- A query can be validated against a schema prior to execution.
- A parsed, validated query could be cached. Some applications just identify pre-validated queries by identifier rather than allowing arbitrary queries.
- Reuse queries with variables for things that change rather than making a new query.
- Client libraries and tools are rapidly developing, including client side validation and caching.

Conclusion

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