

# CheckpointEdge

An edge in a connection.

```
type CheckpointEdge {  
  node: Checkpoint!  
  cursor: String!  
}
```

## Fields

[CheckpointEdge.node](#) • [Checkpoint!](#) **non-null** **object**

The item at the end of the edge

[CheckpointEdge.cursor](#) • [String!](#) **non-null** **scalar**

A cursor for use in pagination

## Member Of

[CheckpointConnection](#) **object**

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