

2. Schema definition language

```
1 type Character {  
2   id: ID!  
3   name: String!  
4   age: Int  
5   gender: Gender  
6   origin: Location  
7   height (unit: Unit): Int  
8   appearsIn: [Episode!]!  
9   playedBy: Actor  
10 }
```

Interfaces

```
1 interface Character {}  
2  
3 type Human implements Character {}  
4 type Droid implements Character {}
```

Enums

```
1 enum Episode {  
2     NEWHOPE  
3     EMPIRE  
4     JEDI  
5 }
```

Unions

```
1 union Result = Human | Droid | Planet
```

Input types

```
1 input SubmitReviewInput {  
2     stars: Int!  
3     userId: ID!  
4     commentary: String  
5 }
```