

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 {}
```