

Offline/real time use cases

Users expect data immediately

- Banking alerts
- News stories
- Multi-player games
- Chat applications
- Shared whiteboards
- AR/VR experiences
- Document collaboration

Users expect data availability offline

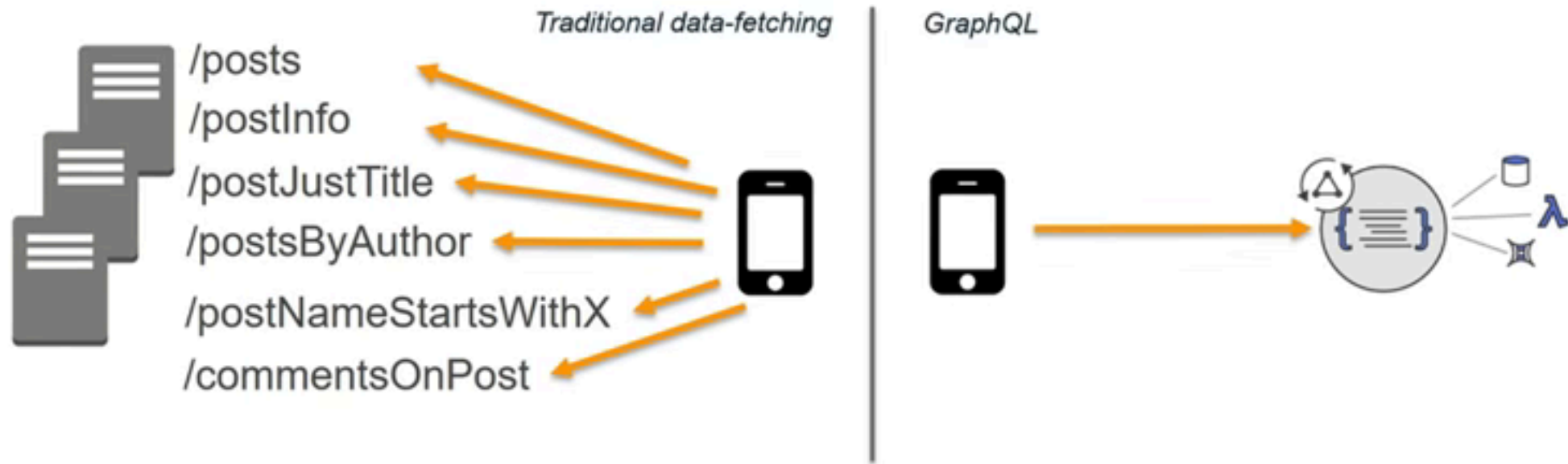
- Financial transactions
- News articles
- Games
- Messaging (pending chat)
- Document collaboration

What is GraphQL?

Open, declarative data-fetching specification

!= Graph database

Use NoSQL, Relational, HTTP, etc.



What are the GraphQL benefits?

Rapid prototyping and iteration

Introspection

Co-location of data requirements & application views

- Implementations aren't encoded in the server

Data behavior control

- Batching, request/response and real-time

Bandwidth optimization (N+1 problem)

Can you do ... with GraphQL?

Real time? YES

Batching? YES

Pagination? YES

Relations? YES

Aggregations? YES

Search? YES

Offline? YES

What is AWS AppSync?

Managed service for application data using GraphQL with real-time capabilities and an offline programming model

- Connect to resources in your account
- Make your data services in real time or offline
- Use AWS services with GraphQL
- Automatic sync, conflict resolution in the cloud
- Enterprise-level security features

Real time/offline with AWS AppSync

Integrates with the popular Apollo GraphQL client (<https://github.com/apollographql>)

- Multiple platforms and frameworks

Offline support

- Automatically persisted for Queries
- Write-through model for Mutations
- Optimistic UI

Conflict Resolution in the Cloud

- Optional client callback

GraphQL Subscriptions

- Event driven model
- Automatic WebSocket connection

Offline data rendering

```
const client = new AWSAppSyncClient({  
  url: awsconfig.ENDPOINT,  
  region: AWS.config.region,  
  auth: { type: AUTH_TYPE.AWS_IAM, credentials: Auth.currentCredentials() }  
});
```

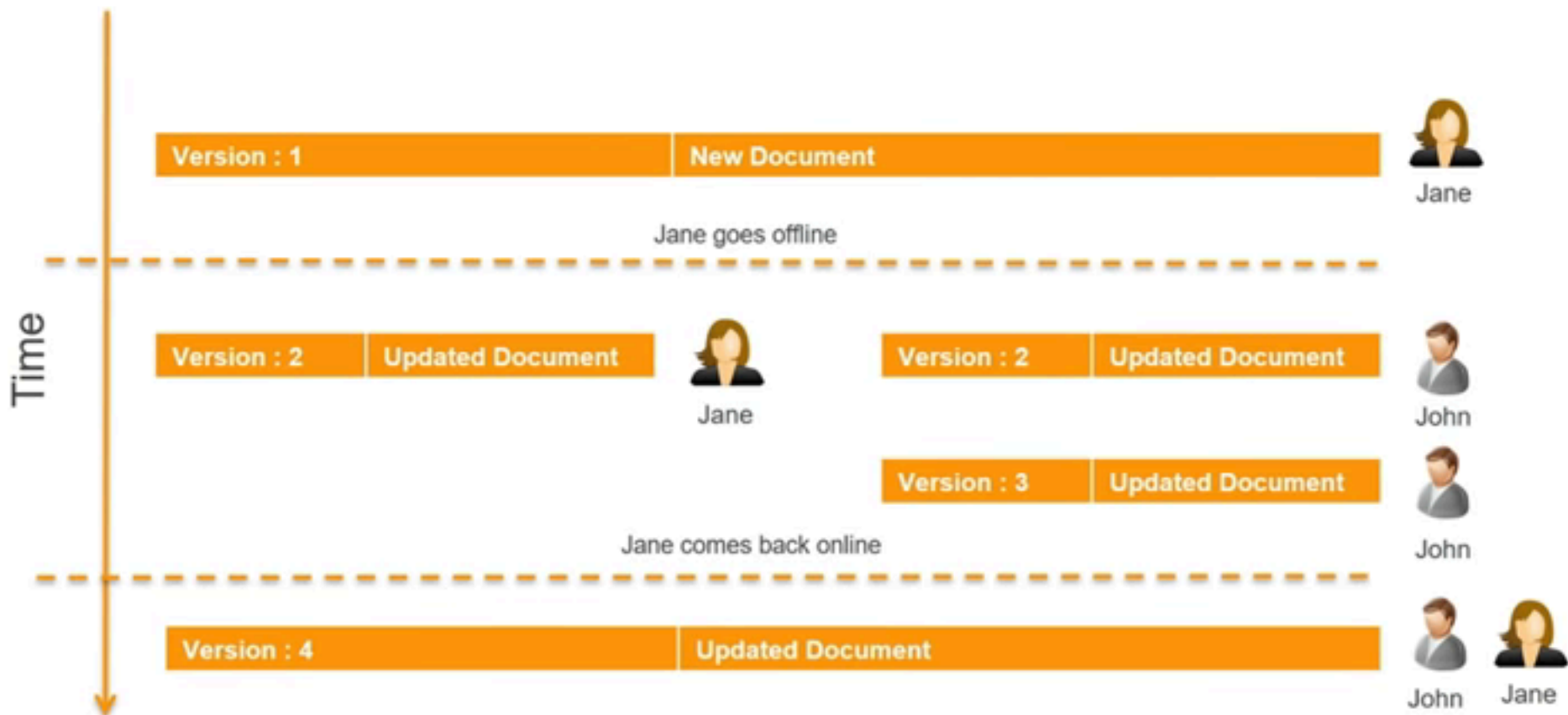
<https://aws.github.io/aws-amplify/>



```
const WithProvider = () => (  
  <ApolloProvider client={client}>  
    <Rehydrated>  
      <AppWithData />  
    </Rehydrated>  
  </ApolloProvider>  
);
```

That's it! Data is automatically available offline!

Offline mutations



Optimistic UI

```
options: {  
  fetchPolicy: 'cache-and-network'  
},  
props: (props) => ({  
  onAdd: post => props.mutate({  
    optimisticResponse: () => ({  
      addPost: { __typename: 'Post', content: 'New data!', version: 1, ...post }  
    }),  
  })  
}),  
update: (dataProxy, { data: { addPost } }) => {  
  const data = dataProxy.readQuery({AllPostsQuery});  
  data.posts.push(addPost);  
  dataProxy.writeQuery({AllPostsQuery, data });  
}}
```

Conflict Resolution and synchronization

Conflict resolution in the cloud

1. Server wins
2. Silent reject
3. Custom logic (AWS Lambda)
 - Optimistic version check
 - Extend with your own checks

Optional

- Client callback for Conflict Resolution is still available as a fallback

Example: Check that an ID doesn't already exist:

```
{
  "version" : "2017-02-28",
  "operation" : "PutItem",
  "key" : {
    "id" : { "S" : "1" }
  },
  "condition" : {
    "expression" : "attribute_not_exists(id)"
  }
}
```

Run Lambda if version wrong:

```
"condition" : {
  "expression" : "someExpression"
  "conditionalCheckFailedHandler" : {
    "strategy" : "Custom",
    "lambdaArn" : "arn:..."
  }
}
```

Client experience and configuration

Offline is a write-through "Store"

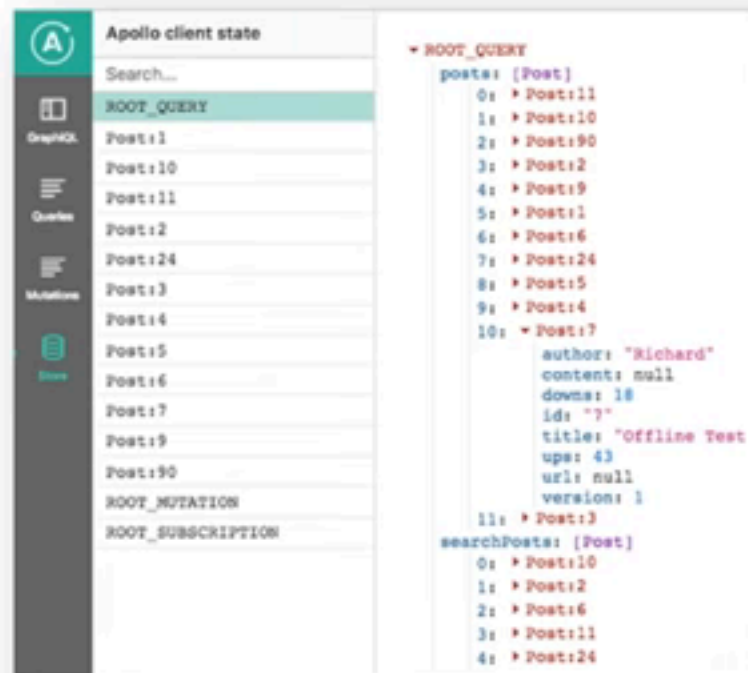
- Persistent storage mediums back the Apollo normalized cache
- Local Storage for web
- SQLite on hybrid/native platforms

SQLite database can be preloaded

- Hydrate after installing from AppStore

Offline client can be configured


- Wifi only vs. wifi & carrier



Images and rich content

```
type S3Object {  
  bucket: String!  
  key: String!  
  region: String!  
}
```

```
type Profile {  
  name: String!  
  profilePic: S3Object!  
}
```



```
input S3ObjectInput {  
  bucket: String!  
  key: String!  
  region: String!  
  localUri: String!  
}
```

```
type Mutation {  
  updatePhoto(name: String!,  
              profilePicInput: S3ObjectInput!): Profile  
}
```

GraphQL Subscriptions

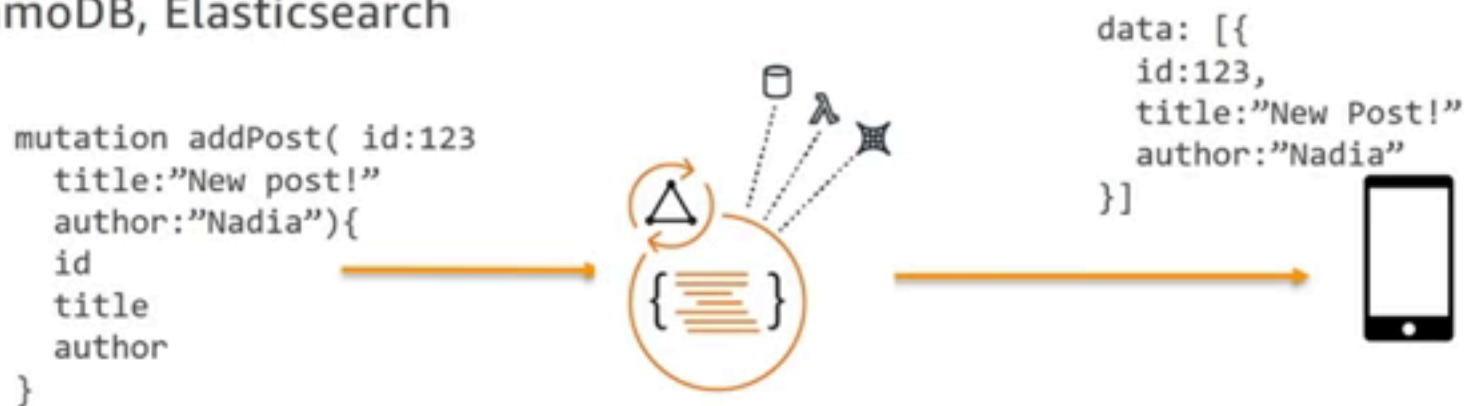
Near real time updates of data

Event based mode, triggered by Mutations

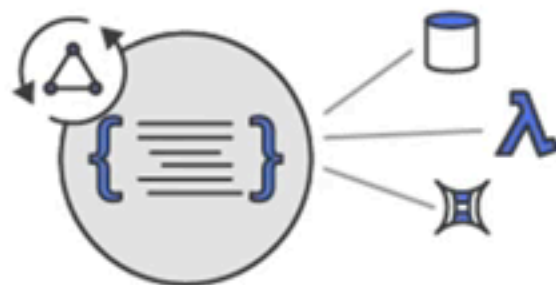
- Scalable model, designed as a platform for common use-cases

Can be used with **ANY** data source in AppSync

- Lambda, DynamoDB, Elasticsearch



Handshake process



Schema directives

```
type Subscription {  
  addedPost: Post  
  @aws_subscribe(mutations: ["addPost"])  
  deletedPost: Post  
  @aws_subscribe(mutations: ["deletePost"])  
}  
  
type Mutation {  
  addPost(id: ID! author: String! title:  
    String content: String): Post!  
  deletePost(id: ID!): Post!  
}  
  
subscription NewPostSub {  
  addedPost {  
    __typename  
    version  
    title  
    content  
    author  
    url  
  }  
}
```



Real time UI updates

```
const AllPostsWithData = compose(  
  graphql(AllPostsQuery, { options: { fetchPolicy: 'cache-and-network' } },  
    props: (props) => ({  
      posts: props.data.posts,  
      subscribeToNewPosts: params => {  
        props.data.subscribeToMore({  
          document: NewPostsSubscription,  
          updateQuery: (prev, { subscriptionData: { newPost } }) => ({  
            ...prev,  
            posts: [newPost, ...prev.posts.filter(post => post.id !== newPost.id)]  
          })  
        })  
      });  
    });  
  ...//more code
```


Best practices

Don't boil the ocean – start with offline for Queries

Mutations offline – what UIs actually need to be optimistic?

Use Subscriptions appropriately

- Large payloads/paginated data: Queries
- Frequent updating deltas: Subscriptions
- Be kind to your customer's battery & CPU!

Don't overcomplicate Conflict Resolution

- Data model appropriately, many app actions simply append to a list
- For custom cases, use a AWS Lambda and keep client logic light (race conditions)