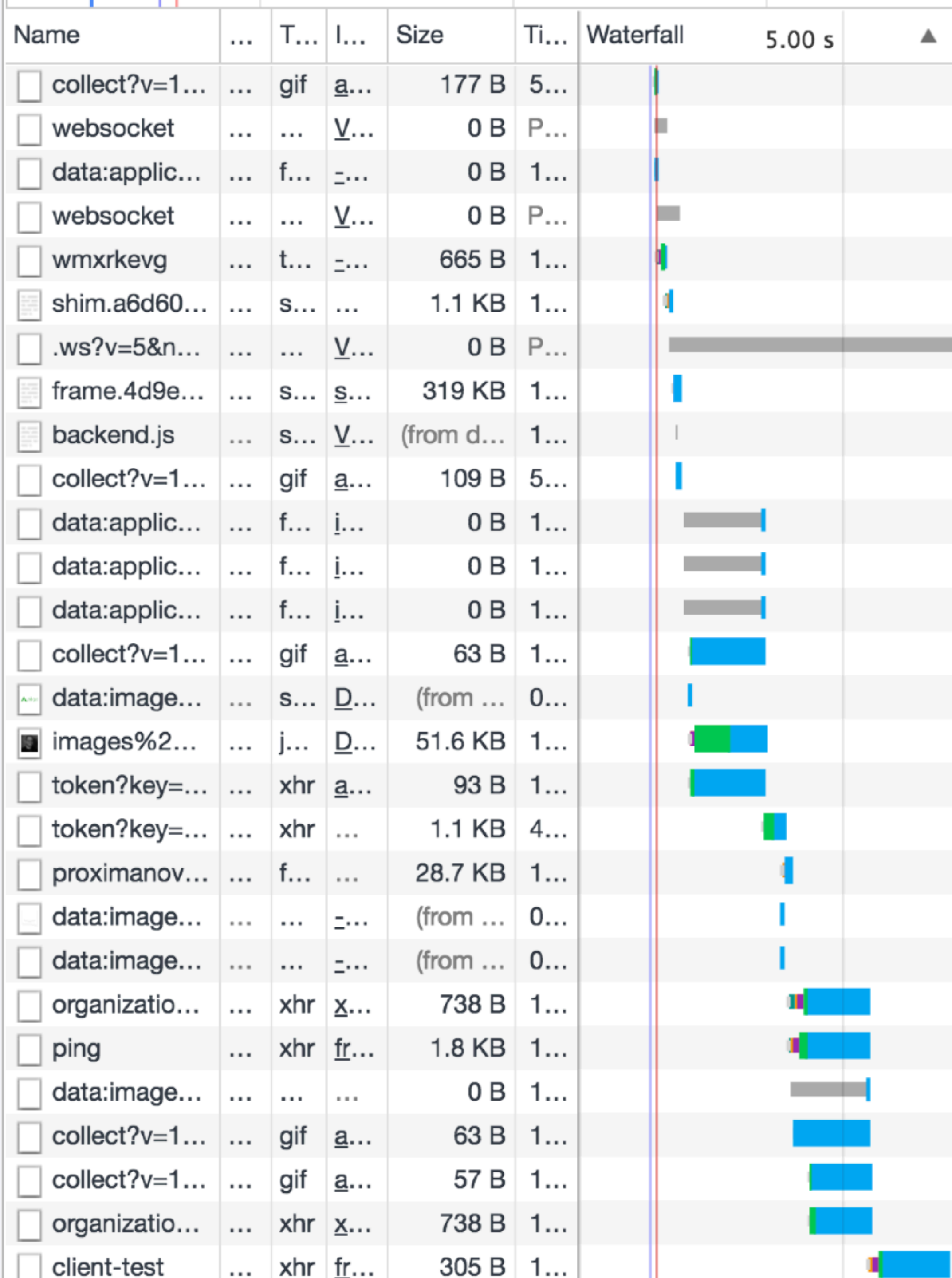


## WHAT DOES THIS TYPE SYSTEM LOOK LIKE?

- ▶ Follows a structure similar to most typed languages
- ▶ Interfaces, enums, union types, list types, and [more](#)
- ▶ Non-null enforcement

```
enum Episode {  
    NEWHOPE  
    EMPIRE  
    JEDI  
}  
  
type Character {  
    name: String!  
    appearsIn: [Episode!]  
    id: ID!  
    lightsaberColors: [String]  
}
```



PERFORMANCE

CUTTING BACK ON  
NETWORK REQUESTS