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]
}
```

Name	 T	I	Size	Ti	Waterfall	5.00 s	A
collect?v=1	 gif	<u>a</u>	177 B	5			
websocket	 	<u>V</u>	0 B	P	-		
data:applic	 f	<u></u>	0 B	1			
websocket	 	<u>V</u>	0 B	P	_		
wmxrkevg	 t	<u></u>	665 B	1	1		
shim.a6d60	 s		1.1 KB	1	4		
.ws?v=5&n	 	<u>V</u>	0 B	P	-		
frame.4d9e	 s	<u>s</u>	319 KB	1	1		
backend.js	 s	<u>V</u>	(from d	1	1		
collect?v=1	 gif	<u>a</u>	109 B	5			
data:applic	 f	<u>i</u>	0 B	1			
data:applic	 f	<u>į</u>	0 B	1			
data:applic	 f	<u>i</u>	0 B	1			
collect?v=1	 gif	<u>a</u>	63 B	1			
data:image	 s	<u>D</u>	(from	0		I	
mages%2	 j	<u>D</u>	51.6 KB	1			
token?key=	 xhr	<u>a</u>	93 B	1			
token?key=	 xhr		1.1 KB	4			
proximanov	 f		28.7 KB	1		4	
data:image	 	<u></u>	(from	0		1	
data:image	 	z	(from	0		1	
organizatio	 xhr	<u>x</u>	738 B	1			
ping	 xhr	<u>fr</u>	1.8 KB	1			
data:image	 		0 B	1			4
collect?v=1	 gif	<u>a</u>	63 B	1			
collect?v=1	 gif	<u>a</u>	57 B	1			
organizatio	 xhr	<u>x</u>	738 B	1			
client-test	 xhr	<u>fr</u>	305 B	1			

PERFORMANCE

CUTTING BACK ON NETWORK REQUESTS