GraphQL

An alternative to RESTful APIs

Introduction

- → An API standard that provides a more efficient, powerful and flexible alternative to REST
- → Enables *declarative data fetching* where a client can specify exactly what data it needs from an API

What Is GraphQL?

- → A Query Language For APIs
- → A long specification document that describes how a graphql server should behave
- → Developed and open-sourced by *Facebook* in 2015
- → Server libraries for Node.js environment
 - o GraphQL.js
 - Apollo Server
 - GraphQL-HTTP

- → Schema
- → Schema Definition Language (SDL)
- → Types & Fields
- → Operations Query, Mutation, Subscription
- → Resolvers
- → Introspection

Schema

Specifies capabilities of the API, contract between the server and client.

type Person { name: String! age: Int! posts: [Post!]! } type Post { title: String! author: Person! }

Schema Definition Language (SDL)

Syntax for writing schemas full-fledged with a type system.

type Person {
 name: String!
 age: Int!
}

Types & Fields

Data that is requested for from a GraphQL server – scalar, list, object, custom scalar, non-null and interface



query { persons { name age posts { title }

}

Query

An operation of structured request for data from a GraphQL API – C**R**UD

Mutation

An operation for performing data changes on server – **C**R**UD**

mutation {
 createPerson(name: "Bob",
 age: 36) {
 name
 age
 }
}

Subscription

An operation for subscribing to an event and receiving real-time updates – continuous read

subscription {
 newPerson {
 name
 age
 }
}

Resolvers

A function on a GraphQL server that is responsible for fetching the data for a single field

```
const allPersons = [
    { name: "Bob",age: 32 },
    { name: "Alice", age: 56 }
]
Query: {
    persons: () => allPersons
}
```

Introspection

The ability for a client to ask a server for information about its schema, Discoverability of a GraphQL server's type system

When To Use

- → Underfetching and overfetching
- → Variety of different frontend frameworks and platforms
- → Fast development & expectation for rapid feature development
- → Increased mobile usage creates need for efficient data loading
- → Slow loading times because of request waterfalls and/or overfetching



