

Q1. What is GraphQL Playground and what API communication problem does it solve?

A: GraphQL Playground defines a protocol or standard for structured communication between services. It addresses concerns like schema definition, payload format, versioning, or transport efficiency that plain HTTP with ad-hoc JSON does not solve on its own.

Q2. How does GraphQL Playground define its schema or contract?

A: GraphQL Playground uses an IDL or schema language to declare types, operations, and their inputs and outputs. This schema is the single source of truth from which documentation, validation, and client SDKs can be auto-generated.

Q3. How does GraphQL Playground handle authentication?

A: GraphQL Playground APIs commonly use Bearer tokens (JWT/OAuth2) in the Authorization header or API keys in custom headers. Transport-level security (TLS) is always required. Additional mechanisms (mTLS, HMAC) apply to high-trust scenarios.

Q4. How does GraphQL Playground handle API versioning?

A: Common versioning strategies include URL path (/v1/users), request headers (Accept: application/vnd.api+v2+json), and query params (?version=2). GraphQL Playground prefers one strategy and maintains backward compatibility within a major version.

Q5. How does GraphQL Playground handle errors and status codes?

A: GraphQL Playground uses HTTP status codes (200 OK, 400 Bad Request, 401 Unauthorized, 404 Not Found, 500 Internal Server Error) combined with a structured error body containing a code, message, and optional details field.

Q6. How do you implement pagination in a GraphQL Playground API?

A: Cursor-based pagination (next_cursor token) is preferred for large or frequently-updated datasets because it is stable. Offset-based pagination (page, limit) is simpler but can skip or duplicate rows if data changes between requests.

Q7. How do you document a GraphQL Playground API?

A: GraphQL Playground APIs use an API specification (OpenAPI, AsyncAPI, GraphQL SDL) to generate interactive documentation (Swagger UI, ReDoc, GraphiQL). Good docs include examples, error codes, and authentication instructions.

Q8. How do you test a GraphQL Playground API?

A: Contract testing (Pact) verifies the provider matches the consumer's schema. Integration tests call real endpoints against a test environment. Load tests (k6, Gatling) verify performance under production-like concurrency.

Q9. How do you protect a GraphQL Playground API from abuse?

A: Rate limiting (tokens per IP per minute) prevents DoS. Input validation rejects malformed requests before they reach business logic. Output filtering (response schema) prevents accidental data leakage. Monitor for anomalous usage patterns.

Q10. What monitoring and observability should a GraphQL Playground API have?

A: Instrument request count, latency histograms, and error rate with Prometheus or a cloud metrics system. Add distributed tracing with OpenTelemetry. Log structured request/response data. Set SLOs and alert when SLIs breach them.