

Getting started

introduction

```
hello -> world
```



labels on nodes

```
hello: hi
```

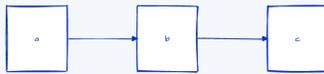


labels on connections

```
hello -> world: bye
```

chained connections

```
a -> b -> c
```



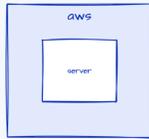
containers. there 2 ways of making containers

1st: add “.” anywhere
(quick and easy method)

```
aws.server
```

2nd: create a map
(more structured method)

```
aws: {  
  server  
}
```

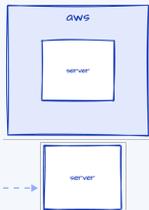


pro tip: make sure you reference the container to target a child

```
aws: {  
  server  
}  
  
aws.server  
server
```

points to this

This will create a new shape labeled “server” outside of “aws”



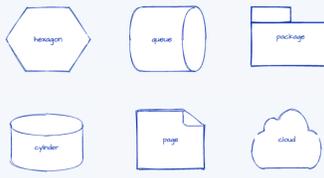
reserved keywords list

```
myNode: {shape: circle}
```



pro tip: some keywords are reserved, for example “label” and “shape.” You can choose from any of these shapes:

```
hexagon: {shape: hexagon}  
queue: {shape: queue}  
package: {shape: package}  
cylinder: {shape: cylinder}  
page: {shape: page}  
cloud: {shape: cloud}
```



etc. choose any shape in the shapes panel

comments

```
# to do
```

short one line comments

Advanced

special shapes

classes

```
D2 AST Parser: {  
  shape: class  
  
  +prevRune: rune  
  prevColumn: int  
  
  +eatSpace(eatNewlines bool): (rune, error)  
  unreadRune()  
  
  \#scanKey(r rune): (k Key, _ error)  
}
```

D2 AST Parser	
+ prevRune	rune
+ prevColumn	int
+ eatSpace(eatNewlines bool)	(rune, error)
+ unreadRune()	unreadRune()
# scanKey(r rune)	(k Key, _ error)

Classes have special syntax

- + for public visibility
- for private
- # for protected

tables

```
board: {  
  shape: sql_table  
  
  id: int {constraint: primary_key}  
  frame: int {constraint: foreign_key}  
  diagram: int {constraint: foreign_key}  
  board_objects: jsonb  
  last_updated: timestamp with time zone  
  last_thumbgen: timestamp with time zone  
  dsl: text  
}
```

board		
id	int	PK
frame	int	FK
diagram	int	FK
board_objects	jsonb	
last_updated	timestamp with time zone	
last_thumbgen	timestamp with time zone	
dsl	text	

pro tip: You can define relationships between tables by:

```
diagram: {  
  shape: sql_table  
  id: int {constraint: primary_key}  
}
```

diagram		
id	int	PK

board.diagram -> diagrams.id

markdown and code

- Usually, when you give shapes a value, they're treated as labels, e.g. `a: b`
- However, you can also give it a Markdown-style block syntax, or define a language tag

markdown

```
a: |  
  # Header  
  - This text  
  - Will be Markdown  
  |
```

Header

- This text
- Will be Markdown

D2 renders this as Markdown text with no border.

code

```
a: | go  
  func() {  
    fmt.Printf("hello")  
  }()  
  |
```

```
func() {  
  fmt.Printf("hello")  
}()
```

D2 renders this as a code block

full language specifications

<https://d2-lang.com>