

OMG: Interface Definition Language (IDL)

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Table 1: Data sheet for Interface Definition Language (IDL)

Title	Interface Definition Language
Acronym	IDL
Version	4.2
OMG Document Number	formal/18-01-05
Release Date	March 2018
About Specification	https://www.omg.org/spec/IDL/
Document	https://www.omg.org/spec/IDL/4.2/PDF

Note: The following is an excerpt from the actual document. It is provided here as a convenience and is not authoritative. Refer to the original document as the authoritative reference.

Scope

This document specifies the [Object Management Group® \(OMG\) Interface Definition Language \(IDL\)](#). IDL is a descriptive language used to define data types and interfaces in a way that is independent of the [programming language](#) or operating system/[processor](#) platform.

The IDL specifies only the [syntax](#) used to define the data types and interfaces. It is normally used in connection with other specifications that further define how these types/interfaces are utilized in specific contexts and platforms:

- *Separate “[language mapping](#)” specifications define how the IDL-defined constructs map to specific programming languages, such as, C/C++, Java, C#, etc.*
- *Separate “[serialization](#)” specifications define how data objects and method invocations are serialized into a format suitable for network transmission.*
- *Separate “[middleware](#)” specifications, such as, [Data Distribution Service \(DDS\)](#) or [CORBA](#) leverage the IDL to define data-types, services, and interfaces. The description of IDL grammar uses a syntax notation that is similar to Extended Backus-Naur Format (EBNF).*

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