

Wire Protocol

[Return to Glossary](#)

Wire Protocol refers to a way of getting data from [point-to-point](#): A Wire Protocol is needed if more than one application has to interoperate. It generally refers to protocols higher than the [physical layer](#). In contrast to transport protocols at the transport level (like [Transmission Control Protocol \(TCP\)](#) or [User Datagram Protocol \(UDP\)](#)), the term “wire protocol” is used to describe a common way to represent information at the Application Level of the [Open Systems Interconnection \(OSI\) Model](#). It refers only to a common [Application Layer](#) protocol and not to a common object semantic[clarification needed] of the applications. Such a representation at application level needs a common [XML Information Set \(XML Infoset\)](#) and a data binding (using e.g. a common encoding scheme like [XML Schema Definition \(XSD\)](#)).

It generally refers to higher layers, including [Ethernet](#) and ATM (layer 2) and even higher layer distributed object protocols such as SOAP, [CORBA](#) or RMI.

The Wire Protocol may be either text-based or a binary protocol. Although an important architectural decision, this is a separate matter from the distinction between Wire Protocols and programmatic [Application Programming Interfaces \(APIs\)](#).

Source: [Wire Protocol](#)

From:
<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:w:wireprotocol&rev=1605253835

Last update: **2020/11/13 02:50**

