

# Google: Protocol Buffers

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**Source:** [The following is from Google "Protocol Buffers " site](#)

*Protocol buffers are Google's language-neutral, platform-neutral, extensible mechanism for serializing structured data – think XML, but smaller, faster, and simpler. You define how you want your data to be structured once, then you can use special generated [source code](#) to easily write and read your structured data to and from a variety of data streams and using a variety of languages.*

Table 1: Data Sheet for Protocol Buffers

Characteristic	Value
Developer	Google
Initial release	10 November 2009 <sup>1)</sup>
Stable release	3.7.1 / March 26, 2019 <sup>2)</sup>
Repository	<a href="https://github.com/protocolbuffers/protobuf">https://github.com/protocolbuffers/protobuf</a>
Written in	Go, assembly language (gc); C++ (gccgo)
Operating system	Any
Available in	English
Type	Version control
License	BSD
Website	<a href="https://developers.google.com/protocol-buffers/">https://developers.google.com/protocol-buffers/</a>

<sup>1)</sup>

“Frequently Asked Questions | Protocol Buffers”. Google Developers. Retrieved 2 October 2016.

<sup>2)</sup>

“Releases - google/protobuf”. Retrieved 2 April 2019 – via GitHub.

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