

Google: Protocol Buffers

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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 ¹⁾ |
| Stable release | 3.7.1 / March 26, 2019 ²⁾ |
| Repository | https://github.com/protocolbuffers/protobuf |
| Written in | Go, assembly language (gc); C++ (gccgo) |
| Operating system | Any |
| Available in | English |
| Type | Version control |
| License | BSD |
| Website | https://developers.google.com/protocol-buffers/ |

¹⁾

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

²⁾

"Releases - google/protobuf". Retrieved 2 April 2019 - via GitHub.

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Last update: 2020/05/07 18:57

