gRPC

* Protocol buffers as **IDL** (Interface Definition Language) and as **underlying message interchange format**
* In gRPC, a client application can directly call a method on a server application on a different machine **as if it were a local object, making it easier for you to create distributed applications and services**
* As in many RPC systems, gRPC is based around the idea of defining a service, **specifying the methods that can be called remotely with their parameters and return types**
* On the **server side, the server implements this interface and runs a gRPC server** to handle client calls.
* On the **client side, the client has a stub** (referred to as just a client in some languages) that provides the same methods as the server.
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