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person.proto title

a long description of person.proto

File: person.proto

Message: Person

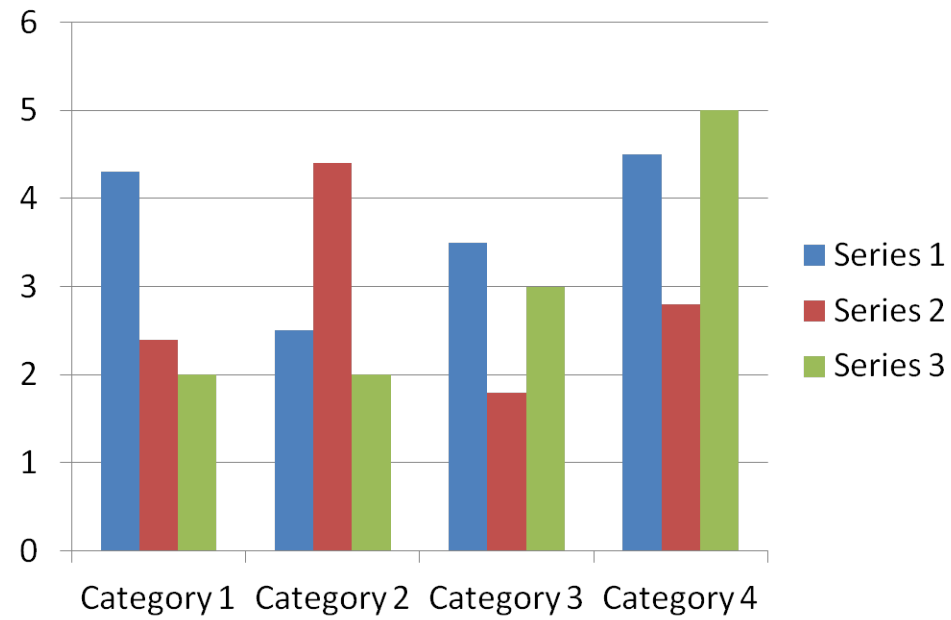
| Field | Type | Rule | Description |
|-------|--------------------|----------|-------------|
| name | <u>string</u> | required | |
| id | <u>int32</u> | required | |
| email | <u>string</u> | optional | |
| phone | <u>PhoneNumber</u> | repeated | |

Enum: Person.PhoneType

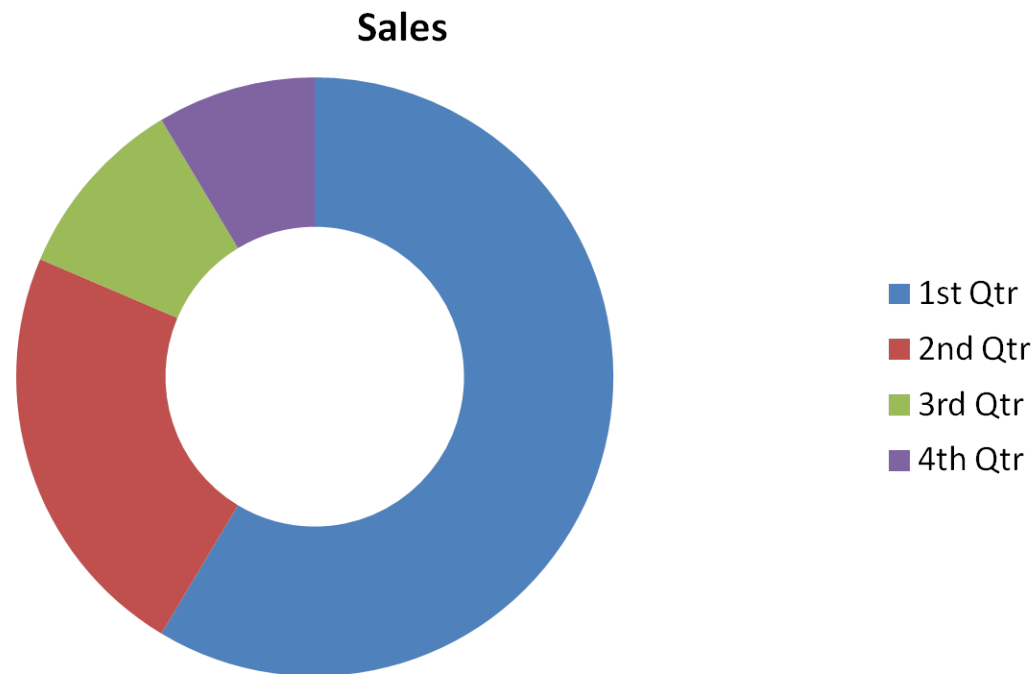
| Element | Value | Description |
|---------|-------|-------------|
| MOBILE | 0 | |
| HOME | 1 | |
| WORK | 2 | |

Message: Person.PhoneNumber

| Field | Type | Rule | Description |
|--------|-----------|----------|-------------------|
| number | string | required | |
| type | PhoneType | optional | [default = HOME] |



search_request.proto title



a long description of search_request.proto

File: search_request.proto

Message: SearchRequest

| Field | Type | Rule | Description |
|-----------------|---------------|----------|-----------------|
| query | <u>string</u> | required | |
| page_number | <u>int32</u> | optional | |
| result_per_page | <u>int32</u> | optional | [default = 10] |

| Field | Type | Rule | Description |
|--------|---------------|----------|------------------------|
| corpus | <u>Corpus</u> | optional | [default = UNIVERSAL] |

Enum: SearchRequest.Corpus

| Element | Value | Description |
|-----------|-------|-------------|
| UNIVERSAL | 0 | |
| WEB | 1 | |
| IMAGES | 2 | |
| LOCAL | 3 | |
| NEWS | 4 | |
| PRODUCTS | 5 | |
| VIDEO | 6 | |

search_response.proto title

a long description of search_response.proto

File: search_response.proto

Message: SearchResponse

| Field | Type | Rule | Description |
|--------|---------------|----------|-------------|
| result | <u>Result</u> | repeated | |

Message: SearchResponse.Result

| Field | Type | Rule | Description |
|----------|---------------|----------|-------------|
| url | <u>string</u> | required | |
| title | <u>string</u> | optional | |
| snippets | <u>string</u> | repeated | |

Scalar Value Types

A scalar message field can have one of the following types - the table shows the type specified in the .proto file, and the corresponding type in the automatically generated class:

| Type | Notes | C++ Type | Java Type |
|----------|---|----------|------------|
| double | | double | double |
| float | | float | float |
| int32 | Uses variable-length encoding. Inefficient for encoding negative numbers - if your field is likely to have negative values, use sint32 instead. | int32 | int |
| int64 | Uses variable-length encoding. Inefficient for encoding negative numbers - if your field is likely to have negative values, use sint64 instead. | int64 | long |
| uint32 | Uses variable-length encoding. | uint32 | int |
| uint64 | Uses variable-length encoding. | uint64 | long |
| sint32 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int32s. | int32 | int |
| sint64 | Uses variable-length encoding. Signed int value. These more efficiently encode negative numbers than regular int64s. | int64 | long |
| fixed32 | Always four bytes. More efficient than uint32 if values are often greater than 2^{28} . | uint32 | int |
| fixed64 | Always eight bytes. More efficient than uint64 if values are often greater than 2^{56} . | uint64 | long |
| sfixed32 | Always four bytes.. | int32 | int |
| sfixed64 | Always eight bytes. | int64 | long |
| bool | | bool | boolean |
| string | A string must always contain UTF-8 encoded or 7-bit ASCII text. | string | String |
| bytes | May contain any arbitrary sequence of bytes. | string | ByteString |