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Concepts

Tools

Enable LLMs to perform actions through your server

Tools are a powerful primitive in the Model Context Protocol (MCP) that enable servers to expose executable functionality to clients. Through tools, LLMs can interact with external systems, perform computations, and take actions in the real world.

① Tools are designed to be **model-controlled**, meaning that tools are exposed from servers to clients with the intention of the Al model being able to automatically invoke them (with a human in the loop to grant approval).

Overview

Tools in MCP allow servers to expose executable functions that can be invoked by clients and used by LLMs to perform actions. Key aspects of tools include:

Discovery: Clients can list available tools through the tools/list endpoint

Invocation: Tools are called using the tools/call endpoint, where servers perform the requested operation and return results

Flexibility: Tools can range from simple calculations to complex API interactions

Like **resources**, tools are identified by unique names and can include descriptions to guide their usage. However, unlike resources, tools represent dynamic operations that can modify state or interact with external systems.

Tool definition structure Model Context Protocol

Each tool is defined with the following structure:

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Implementing tools

Here's an example of implementing a basic tool in an MCP server:

TypeScript Python

```
const server = new Server({
  name: "example-server",
 version: "1.0.0"
}, {
  capabilities: {
   tools: {}
});
// Define available tools
server.setRequestHandler(ListToolsRequestSchema, async () => {
  return {
    tools: [{
      name: "calculate_sum",
      description: "Add two numbers together",
      inputSchema: {
        type: "object",
        properties: {
          a: { type: "number" },
```

```
b: { type: "number" }

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```

```
required: ["a", "b"]
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       };
     });
     // Handle tool execution
     server.setRequestHandler(CallToolRequestSchema, async (request) =>
       if (request.params.name === "calculate_sum") {
         const { a, b } = request.params.arguments;
         return {
           content: [
             {
               type: "text",
               text: String(a + b)
           ]
         };
       throw new Error("Tool not found");
     });
```

Example tool patterns

Here are some examples of types of tools that a server could provide:

System operations

Tools that interact with the local system:

```
name: "execute_command",
description: "Run a shell command",
inputSchema: {
   type: "object",
   properties: {
```

```
command: { type: "string" },

Model ContextaProtocol type: "array", items: { type: "string" } }

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```

API integrations

Tools that wrap external APIs:

```
name: "github_create_issue",
description: "Create a GitHub issue",
inputSchema: {
   type: "object",
   properties: {
    title: { type: "string" },
    body: { type: "string" },
    labels: { type: "array", items: { type: "string" } }
}
}
```

Data processing

Tools that transform or analyze data:

```
name: "analyze_csv",
description: "Analyze a CSV file",
inputSchema: {
   type: "object",
   properties: {
     filepath: { type: "string" },
     operations: {
      type: "array",
      items: {
       enum: ["sum", "average", "count"]
     }
}
```

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Best practices

When implementing tools:

- 1. Provide clear, descriptive names and descriptions
- 2. Use detailed JSON Schema definitions for parameters
- 3. Include examples in tool descriptions to demonstrate how the model should use them
- 4. Implement proper error handling and validation
- 5. Use progress reporting for long operations
- 6. Keep tool operations focused and atomic
- 7. Document expected return value structures
- 8. Implement proper timeouts
- 9. Consider rate limiting for resource-intensive operations
- 10. Log tool usage for debugging and monitoring

Security considerations

When exposing tools:

Input validation

Validate all parameters against the schema

Sanitize file paths and system commands

Validate URLs and external identifiers

Check parameter sizes and ranges

Prevent command injection



Implement authentication where needed

Concepted se appropriate authorization checks

Audit tool usage

Rate limit requests

Monitor for abuse

Error handling

Don't expose internal errors to clients

Log security-relevant errors

Handle timeouts appropriately

Clean up resources after errors

Validate return values

Tool discovery and updates

MCP supports dynamic tool discovery:

- 1. Clients can list available tools at any time
- Servers can notify clients when tools change using notifications/tools/list_changed
- 3. Tools can be added or removed during runtime
- 4. Tool definitions can be updated (though this should be done carefully)

Error handling

Tool errors should be reported within the result object, not as MCP protocol-level errors. This allows the LLM to see and potentially handle the error. When a tool encounters an error:

- 1. Set is Error to true in the result
- 2. Include error details in the content array

```
TypeScript Python
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```

```
try {
  // Tool operation
  const result = performOperation();
  return {
    content: [
        type: "text",
        text: `Operation successful: ${result}`
      }
    ]
  };
} catch (error) {
  return {
    isError: true,
    content: [
      {
        type: "text",
        text: `Error: ${error.message}`
      }
    1
 };
}
```

This approach allows the LLM to see that an error occurred and potentially take corrective action or request human intervention.

Testing tools

A comprehensive testing strategy for MCP tools should cover:

Functional testing: Verify tools execute correctly with valid inputs and handle invalid inputs appropriately

Security testing: Validate authentication, authorization, input Concepts > Tools sanitization, and rate limiting

Performance testing: Check behavior under load, timeout handling, and resource cleanup

Error handling: Ensure tools properly report errors through the MCP protocol and clean up resources

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