Defining Messages



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```
message Customer {
   uint64 id = 1;
   string username = 2;
   bool is_active = 3;
}
```

Messages

Fields

Other message members

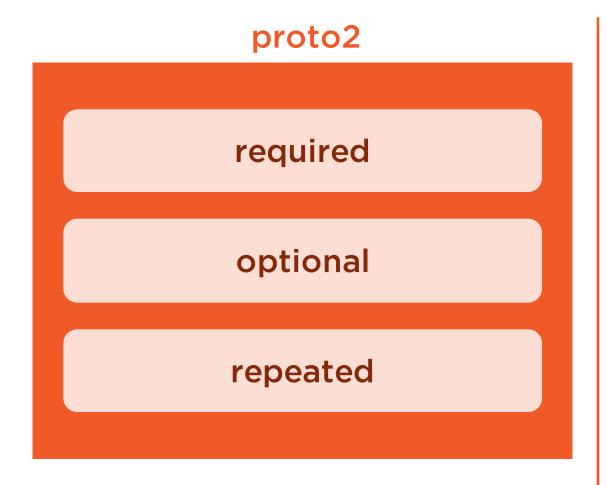


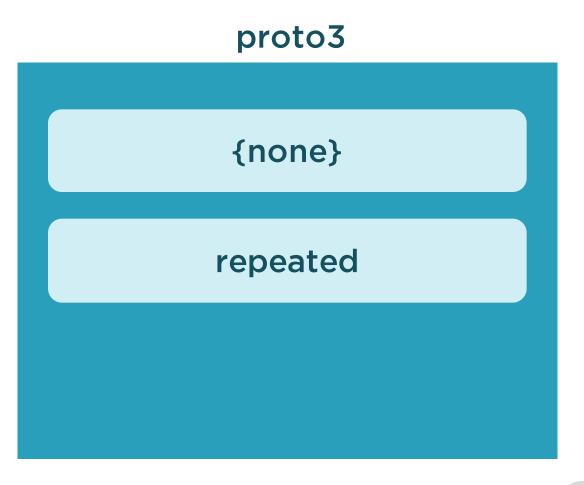
Field Elements

rule type name tag



Field Rule



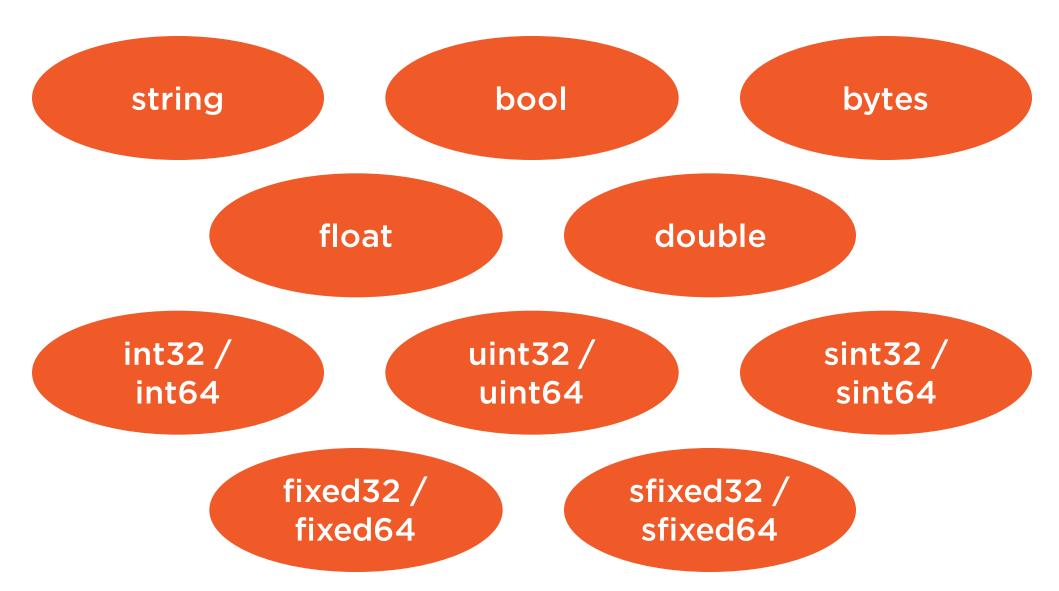


Field Type

Scalar Enumeration Message Type



Scalar Types





Enumerations

```
message Customer {
   enum Type {
      REGULAR = 0;
                              var customer = new Customer();
      MEMBER = 1;
      SPONSOR = 2;
                              customer.setType(
                                  Customer.Type.REGULAR);
   Type type = 1;
```



```
message Customer {
    string first_name = 1;
}
```

Field Name

- lower case
- use underscore (_) as separator
- converted to correct style for each language



Field Tags

unique

integer

[1, 2^29 - 1]

reserved [19000, 19999]

smaller values are more efficient



Default Values

proto2

Normally the zero value

proto3

Always the zero value

optional int32 results_per_page = 1 [default = 25];



Nested Message Types

```
message Customer {
    message Address {
         var address = new Customer.Address()
    }
    repeated Address addresses = 1;
}
```



Other Message Members

oneof the 'Any' type map



```
message Customer {
   oneof access_type {
     string email = 1;
     string username = 2;
   }
}
```

oneof

- Only one field can hold value
- Setting one field clears others
- More efficient memory usage (when possible)



maps

```
message Customer {
    map<string, string> email_addresses = 1;
}
```

keys must be strings or integer types



The 'Any' Type

```
import "google/protobuf/any.proto";
message Customer {
   int32 id = 1;
   string username = 2;
   repeated google.protobuf.Any details = 3;
```



Summary



Fields

- Rules
- Types
- Name
- Tag

Enumerations

Nested Messages

Oneof

Map

The 'Any' Type

