Native image generation with Gemini 2.0 Flash Experimental is now available!

Learn more (https://developers.googleblog.com/en/experiment-with-gemini-20-flash-native-image-generation/)

Gemini API reference

The Gemini API lets you access the latest generative models from Google. This API reference provides detailed information for the classes and methods available in the Gemini API SDKs. Pick a language and follow the setup steps to get started building.

✓ Python Node.js Go Dart (Flutter) Android Swift Web

Install the Gemini API library

Note: We're rolling out a new set of Gemini API libraries, the Google Gen Al SDK (/gemini-api/docs/sdks).

Using <u>Python 3.9+</u> (https://www.python.org/downloads/), install the <u>google-genai package</u> (https://pypi.org/project/google-genai/) using the following <u>pip command</u> (https://packaging.python.org/en/latest/tutorials/installing-packages/):

```
pip install -q -U google-genai
```

Make your first request

Use the <u>generateContent</u> (/api/generate-content#method:-models.generatecontent) method to send a request to the Gemini API.

```
from google import genai

client = genai.Client(api_key="YOUR_API_KEY > ")
response = client.models.generate_content(
    model="gemini-2.0-flash", contents="Explain how AI works")
print(response.text)
```

What's next

If you're just getting started, check out the following guides, which will help you understand the Gemini API programming model:

- Gemini API quickstart (/gemini-api/docs/quickstart)
- Gemini model guide (/gemini-api/docs/models/gemini)
- <u>Prompt design</u> (/gemini-api/docs/prompting-intro)

You might also want to check out the capabilities guides, which introduce different Gemini API features and provide code examples:

- <u>Text generation</u> (/gemini-api/docs/text-generation)
- Context caching (/gemini-api/docs/caching)
- Embeddings (/gemini-api/docs/embeddings)
- <u>Tuning</u> (/gemini-api/docs/model-tuning)

Except as otherwise noted, the content of this page is licensed under the <u>Creative Commons Attribution 4.0 License</u> (https://creativecommons.org/licenses/by/4.0/), and code samples are licensed under the <u>Apache 2.0 License</u> (https://www.apache.org/licenses/LICENSE-2.0). For details, see the <u>Google Developers Site Policies</u> (https://developers.google.com/site-policies). Java is a registered trademark of Oracle and/or its affiliates.

Last updated 2025-03-13 UTC.