

Choosing the Right Language

Our gRPC Protocol Buffers can be used to access OakOS Platform Services from many languages and through the [gRPC QuickStart](#) you can learn how to compile and use libraries produced in these languages. In the following QuickStart guides, there is no need to read the services parts. You can skip to using the client as an example of how you can talk directly to our gRPC Services from your application.

Select a language to get started:

- [Android Java](#)
- [C# / .NET](#)
- [C++](#)
- [Dart](#)
- [Go](#)
- [Java](#)
- [Kotlin/JVM](#)
- [Node.js](#)
- [Objective-C](#)
- [PHP](#)
- [Python](#)
- [Ruby](#)
- [Web](#)

Language	Platform	Compilers / SDK
C/C++	Linux, Mac	GCC 4.9+, Clang 3.4+
C/C++	Windows 7+	Visual Studio 2015+
C#	Linux, Mac	.NET Core, Mono 4+
C#	Windows 7+	.NET Core, NET 4.5+
Dart	Windows, Linux, Mac	Dart 2.2+
Go	Windows, Linux, Mac	Go 1.13+
Java	Windows, Linux, Mac	JDK 8 recommended (Jelly Bean+ for Android)
Kotlin/JVM	Windows, Linux, Mac	Kotlin 1.3+
Node.js	Windows, Linux, Mac	Node v4+
Objective-C	Mac OS X 10.11+, iOS 7.0+	Xcode 7.2+
PHP (beta)	Linux, Mac	PHP 5.5+, PHP 7.0+
Python	Windows, Linux, Mac	Python 2.7, Python 3.4+
Ruby	Windows, Linux, Mac	Ruby 2.3+