# Changelog

This Changelog highlights notable changes to the API Design Guide (/apis/design).

#### 2020-07

- Updated documentation.md to match https://google.aip.dev/192#formatting. Markdown tables and raw HTML must not be used in proto comments.
- Added ErrorInfo for error handling.
- Added Large Payloads for design patterns.

#### 2020-04

- Renamed Cloud APIs to Google Cloud APIs in glossary.
- Introduced API and service as synonyms of API service.

#### 2020-02

Updated versioning to add two versioning strategies (channel-based and release-based),
remove guidance on point versions, and change how we refer to semantic versioning.

#### 2020-01

Add data retention to design patterns.

### 2019-11

• Add terminology Cloud APIs to glossary.

• Recommend clients to retry only for UNAVAILBLE errors.

### 2019-06

• Add "Bool vs Enum vs String" to design patterns.

### 2019-03

• Add system parameters to standard fields.

## 2019-02

• Add domain-scoped names to design patterns.

## 2018-03

• Add streaming half-close semantics to design patterns.

### 2018-02

• Add read\_time to Standard Fields.

### 2018-01

• Add schema reference for API Service Definition.

### 2017-12

• Clarify API major version must be the last component of proto package name.

#### 2017-11

- Clarify why the Create method take an input resource.
- Clarify collection IDs that don't have plural form, such as evidence and weather.
- Add singleton resource to design patterns.
- Clarify C# naming conventions for acronyms and versions.

#### 2017-09

- Add mime\_type to standard fields.
- Add expire\_time to standard fields.
- Add start\_time and end\_time to standard fields.

#### 2017-02

- Add "API endpoint" to glossary.
- Add update\_mask to standard fields.
- Add a link to FieldMask to standard methods.
- Mention that OpenAPI spec does not support unsigned integers.
- Clarify that method names should use verbs in the imperative mood.

#### **Previous**

← Glossary (/apis/design/glossary)

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