

Slice (Specification Language for Ice)

Each [Ice object](#) has an interface with a number of operations. Interfaces, operations, and the types of data that are exchanged between client and server are defined using the [Slice language](#). Slice allows you to define the client-server contract in a way that is independent of a specific programming language, such as C++, Java, or C#. The Slice definitions are compiled by a compiler into an API for a specific programming language, that is, the part of the API that is specific to the interfaces and types you have defined consists of generated code.

See Also

- [The Slice Language](#)