

20.1 Implementation Language Decisions

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The team must decide which implementation language or languages Phase 0 uses for runtime [Nodes](#), generated DDS bindings, scripts, tests, and developer-support utilities.

Open language decisions may include:

1. Which implementation language Phase 0 uses for runtime Nodes.
2. Whether all Nodes use the same language or different Nodes use different languages.
3. Whether Python remains limited to developer-support utilities or also supports runtime Nodes.
4. Which language or languages the DDS type-generation workflow targets.
5. Which build tools and package managers each language requires.
6. Which language-specific documentation conventions apply to public interfaces.

Language decisions affect repository layout, generated [Artifacts](#) locations, build scripts, container images, developer setup, tests, and [Evidence](#). The team should record selected languages in the applicable tool baseline checklist instance and, where needed, in an implementation decision record.

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