THE COMPLETE GUIDE TO

BUILDING PRODUCTION-READY MODEL CONTEXT PROTOCOL (MCP) SERVERS

FROM FIRST PRINCIPLES TO ENTERPRISE DEPLOYMENT

PYTHON | TYPESCRIPT | GO | RUST | JAVA

Protocol Internals • Multi-Language Implementations • Security & Observability
Docker & Kubernetes Deployment • Real-World AI Integrations
Complete, Runnable Code in Every Chapter

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The Complete Guide to Building Production-Ready Model Context Protocol (MCP) Servers

From First Principles to Enterprise Deployment

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Contents

From First Principles to Enterprise Deployment

This book takes you from zero MCP knowledge to advanced practitioner level. You will learn the protocol internals, build servers in Python, TypeScript, Go, Rust, and Java, harden them for production with security and observability, deploy them at scale using Docker and Kubernetes, and integrate them into real-world AI systems. Every chapter includes complete, runnable code that you can adapt directly into your own projects. Whether you are building a database assistant, a file management server, an enterprise knowledge system, or an AI agent tool hub, this book gives you the patterns, practices, and production experience to do it right.

Introduction: Why MCP Matters and What This Book Covers

The year is 2024, late November. You are building an AI application that needs to talk to your company's database, read files from a shared drive, call a third-party API, and run custom scripts. Each integration requires its own adapter, its own authentication flow, its own error handling. Your codebase becomes a tangled web of glue code, each integration breaking in different ways, each requiring separate maintenance. This was the reality for AI developers before the Model Context Protocol.

Then Anthropic released MCP as an open standard, and the landscape changed. Suddenly, any data source, tool, or service could expose its capabilities through a single, consistent interface. Any AI application could discover and use those capabilities without custom integration code. It was like someone finally invented USB-C for AI applications, and the ecosystem responded immediately. Within months, over a thousand community-built MCP servers existed, connecting everything from PostgreSQL to Puppeteer, from Slack to Kubernetes clusters. Major players adopted it fast: Claude Desktop, ChatGPT, VS Code Copilot, Cursor, and dozens of other AI platforms all support MCP today.

But here is the problem this book exists to solve. Most resources on MCP treat it as a toy protocol for quick prototypes. They show you how to define a tool that adds two numbers, then stop there. They do not address what happens when your MCP server needs to handle fifty concurrent clients, or authenticate users via OAuth, or recover gracefully from a database outage, or scale across multiple Kubernetes nodes, or maintain backward compatibility while evolving its API. Production MCP servers are infrastructure, and they demand the same rigor as any other production system.

This book fills that gap. It treats MCP server development as serious engineering work, not a weekend experiment. You will learn the protocol from first principles, understand every message type and lifecycle event, implement servers in five different languages, and then harden those implementations

for real-world deployment with security, observability, testing, scalability, and operational excellence.

Who This Book Is For

This book assumes you are a software engineer comfortable with modern development practices. You know how to write code, manage dependencies, work with APIs, and deploy applications. You do not need any prior experience with MCP, AI tool use, or JSON-RPC. If you are a backend engineer building tools for AI agents, a DevOps professional deploying AI infrastructure, an AI engineer connecting models to external systems, or a technical lead evaluating MCP for your organization, this book is for you.

How to Use This Book

The chapters build on each other in a deliberate sequence. Chapters 1 through 3 establish the foundation: what MCP is, how the protocol works, and how data moves between clients and servers. Chapters 4 through 5 give you hands-on implementation experience across multiple languages, with complete projects you can run immediately. Chapters 6 through 9 dive deep into the core capabilities: resources, tools, prompts, state management, and context handling. Chapters 10 through 13 cover production essentials: security, error handling, testing, and observability. Chapters 14 through 17 address deployment at scale: performance, streaming, architecture, CI/CD, and compatibility. Chapters 18 through 20 show real-world applications and enterprise patterns, then conclude with long-term maintenance strategies.

You can read the book linearly for a complete education, or jump to specific chapters when you need answers to concrete problems. The code examples are self-contained and runnable, so you can experiment alongside the text. Cross-references throughout help you navigate related topics without losing context.

What You Will Build

By the end of this book, you will have built and understood multiple complete MCP servers:

- A minimal server in Python, TypeScript, Go, Rust, and Java, each demonstrating core protocol compliance
- A database assistant server that exposes queries, schema inspection, and data operations safely
- A file management server with authentication, access control, and streaming support
- A Git integration server for code review and repository management
- A RAG knowledge base server connected to vector databases
- An AI agent tool hub orchestrating multiple capabilities

Each project progresses from a basic working implementation to a production-hardened version with proper security, observability, testing, and deployment configuration. You will see exactly what "production-ready" means in practice, not as a buzzword but as a checklist of concrete requirements.

What This Book Does Not Cover

This book focuses exclusively on building MCP servers, not clients or hosts. While you will encounter client-side concepts necessary for understanding the full protocol, the emphasis is always on server implementation, deployment, and operations. You will find no exercises, quizzes, or assignments at chapter ends, because engineers reading this book need reference material they can use immediately, not homework problems.

A Note on Versions and Changes

The MCP ecosystem moves fast. This book targets the 2025-11-25 specification as its primary baseline, with coverage of newer features from the 2026-07-28 release where relevant. All code examples use the latest stable SDKs available at the time of writing. When the protocol evolves in ways that affect these implementations, migration strategies are discussed so you can adapt your servers without starting over.

Let us begin with understanding what problem MCP solves, why its architecture is designed the way it is, and how it fits into the broader landscape of AI application development.

Chapter 1: Understanding the Model Context Protocol

What Problem Does MCP Solve: The Fragmentation Crisis

Before MCP existed, connecting AI applications to external systems was a fragmentation nightmare. Every AI platform invented its own integration format. OpenAI had function calling with its specific JSON schema requirements. Anthropic used tool use with slightly different semantics. Google's Gemini required yet another approach. Custom enterprise tools demanded bespoke SDKs or hand-rolled HTTP adapters. An engineer building an AI application that needed to talk to three different models and five external services was looking at a dozen separate integration patterns, each with its own quirks and breaking change cycles.

The fragmentation went both directions. On the tool side, every data source, API, or internal service needed a custom adapter for each AI platform it wanted to support. A company with a well-designed internal REST API still had to write separate wrappers for OpenAI, Anthropic, and any other model provider their developers used. Maintenance was multiplied by the number of platforms, and consistency was impossible to guarantee.

MCP solves this by introducing a single, open standard that sits between AI applications and external systems. Instead of each platform defining its own integration format, they all speak MCP. Instead of each tool writing adapters for every platform, it implements one MCP server and becomes usable everywhere. The protocol abstracts away the differences in how various AI systems handle tool use, context injection, or function calling, presenting a uniform interface that any compliant implementation can understand.

The analogy to USB-C is apt but needs elaboration. USB-C did not just standardize a cable shape; it standardized power delivery, data transfer, and video output over a single connector, replacing a dozen different proprietary solutions. MCP does the same for AI integrations: it standardizes how tools are

discovered, how they are invoked, how resources are accessed, and how errors are reported, all through one consistent protocol.

Core Concepts and Mental Models

To understand MCP, you need three core concepts firmly in place: hosts, clients, and servers. These terms have specific meanings in the MCP architecture, and confusing them leads to design mistakes early on.

A host is the AI application itself (Claude Desktop, ChatGPT, VS Code Copilot, Cursor, or any other tool that presents an AI assistant interface to a user). The host is responsible for the conversation loop: displaying messages, collecting user input, sending prompts to the underlying language model, and rendering responses. Hosts do not directly implement MCP; they use MCP clients to connect to MCP servers.

A client is the connector between a host and one or more MCP servers. The client handles the protocol details: establishing connections, negotiating capabilities, routing requests, managing sessions, and translating between the host's internal representation and MCP's standardized format. Think of the client as a bridge that lets any AI application talk to any MCP server without either side needing to know about the other's internals. In practice, hosts often bundle clients directly, so the distinction is sometimes invisible to end users, but architecturally it matters because it enables composability and testing.

A server is the service you build. It exposes capabilities through three primary mechanisms: resources, tools, and prompts. Resources are read-only data that the AI can access: files, database schemas, documentation pages, API responses. Tools are actions the AI can perform: running queries, making API calls, modifying files, executing code. Prompts are pre-built interaction templates that guide the conversation toward specific outcomes: code review requests, debugging assistance, documentation generation. A single server can expose any combination of these, and a client can connect to multiple servers simultaneously, giving the AI access to a rich ecosystem of capabilities through one standard interface.

The Client Server Relationship

The MCP architecture follows a strict client-server model with well-defined boundaries. Clients initiate connections and requests; servers respond and

notify. Servers never initiate arbitrary connections to clients, though they can send notifications back over established connections for events like resource updates or tool changes. This asymmetry matters for security, scalability, and deployment design.

When a client connects to a server, the first step is always initialization. The client sends an initialize request declaring its protocol version and capabilities. The server responds with its own version and capabilities, establishing a negotiated baseline for the session. Only after this handshake completes can normal operations begin. This capability negotiation is not optional decoration; it is fundamental to MCP's extensibility and backward compatibility guarantees. A server that supports advanced features like streaming responses or long-running tasks advertises those capabilities during initialization, and clients that do not understand them simply do not use them.

Once initialized, communication follows a request-response pattern built on JSON-RPC 2.0. Clients send requests for specific operations (list tools, call a tool, read a resource, get a prompt), and servers return structured responses or errors. Notifications provide one-way updates without requiring responses, useful for things like informing clients that available tools have changed or that progress is being made on a long-running operation. Every message is self-contained and stateless from the protocol's perspective, though individual transports and implementations may maintain session state for practical reasons.

Capabilities and Negotiation

MCP capabilities define what features a server or client supports. They are declared during initialization and govern which operations are valid for the duration of the session. Understanding capabilities is essential because attempting to use an unsupported capability is a protocol error, not just a missing feature.

Server capabilities include:

- tools: The server exposes callable tools. A listChanged sub-capability indicates the server can notify clients when the tool set changes dynamically.

- resources: The server provides read-only data through URIs. Sub-capabilities include subscribe for real-time updates and listChanged for dynamic resource sets.
- prompts: The server offers pre-built prompt templates with arguments.
- logging: The server supports structured logging messages sent to the client (deprecated in newer specs).
- completions: The server can provide argument completions for tools and resources.
- sampling: The server can request the client to generate text using its language model (deprecated in favor of elicitation).
- elicitation: The server can request user input or confirmation during tool execution.
- tasks: The server supports long-running operations with progress tracking and cancellation.

Client capabilities include:

- roots: The client exposes filesystem roots the server can access.
- sampling: The client can perform language model generation on behalf of the server.
- elicitation: The client can present prompts to users and return responses.
- logging: The client accepts structured log messages from the server.
- progress: The client supports progress notifications for long operations.

The negotiation process is simple but strict. During initialization, each party declares the capabilities it supports. The other party may only use those declared capabilities; using an undeclared capability is a protocol violation that should result in an error response. This design ensures forward compatibility: new capabilities can be added to the protocol without breaking existing implementations, because older clients and servers simply will not declare or attempt to use features they do not understand.

For server builders, this means you must carefully consider which capabilities your server declares. Declaring a capability you cannot fully implement is worse than not declaring it at all, because it invites clients to send requests you cannot handle correctly. It also means your server should gracefully reject operations for capabilities it does not support, rather than failing with confusing errors.

Historical Context and Design Philosophy

MCP was created by David Soria Parra and Justin Spahr-Summers, who experienced the fragmentation problem firsthand while building AI-powered development tools. Their frustration with constantly rewriting integration code for different platforms led them to design a protocol that would work universally, not just within one ecosystem. Anthropic released MCP as an open standard on November 25, 2024, along with official SDKs for Python and TypeScript, and the project has grown rapidly since.

The design philosophy behind MCP is pragmatic and incremental. It borrows heavily from the Language Server Protocol (LSP), which standardized how IDEs interact with language-specific analysis tools. LSP proved that a well-designed protocol could unify an entire ecosystem, allowing any compliant editor to support any compliant language server. MCP applies the same lesson to AI integrations: standardize the interface, let implementations optimize for their specific needs, and let the ecosystem grow through interoperability rather than lock-in.

Key design decisions reflect this philosophy:

- JSON-RPC 2.0 as the message format provides a battle-tested, language-neutral foundation that every major programming ecosystem already supports.
- Multiple transport options allow MCP to work in diverse environments, from local subprocesses to cloud-deployed microservices, without constraining deployment architecture.
- Capability negotiation enables gradual adoption and extension without breaking existing implementations.
- Clear separation between servers (tools and data) and clients (connection management) allows independent evolution of each layer.
- Open specification with official SDKs in multiple languages encourages broad participation while maintaining quality standards.

The protocol has evolved quickly since its initial release, with significant updates in March 2025 introducing Streamable HTTP transport and OAuth-based authorization, and further refinements through late 2025 and into 2026. Each iteration has been driven by real-world usage patterns and feedback from implementers, ensuring the protocol stays practical rather than theoretical.

Chapter Summary

MCP solves the fragmentation problem in AI integrations by providing a single, open standard for connecting AI applications to external tools and data sources. Its client-server architecture separates concerns cleanly: hosts run conversations, clients manage connections, and servers expose capabilities through resources, tools, and prompts. Capability negotiation during initialization ensures compatibility across implementations and enables safe protocol evolution. Understanding these fundamentals is essential before diving into implementation, because every design decision in MCP (from message format to transport options to error handling) flows from this core architecture.

In the next chapter, we examine the protocol internals: the JSON-RPC message format, the exact structure of MCP requests and responses, the lifecycle of a connection, and the error semantics that make MCP servers robust and interoperable.

Chapter 2: Protocol Internals and JSON-RPC Fundamentals

JSON-RPC Two Zero Architecture

Every MCP message is a JSON-RPC 2.0 message. Understanding this foundation is not optional background knowledge; it is the basis for everything that follows, from implementing a custom transport to debugging protocol errors in production. If you have never worked with JSON-RPC before, the concepts are straightforward but important enough to cover thoroughly.

JSON-RPC 2.0 is a stateless, transport-agnostic remote procedure call protocol that uses JSON for encoding. It was published in 2010, updated in 2013, and has since become one of the most widely adopted RPC protocols, used by Ethereum, Bitcoin Core, Docker, and countless other systems. Its longevity and ubiquity are not accidents; the design is simple, practical, and hard to mess up.

A JSON-RPC 2.0 message is always a single JSON object with specific fields depending on its type. There are three message types: requests, responses, and notifications. Every message must include a jsonrpc field set to the string "2.0". This version marker allows parsers to distinguish JSON-RPC messages from arbitrary JSON payloads and enables future protocol versions without ambiguity.

Requests have the following structure:

```
{
  "jsonrpc": "2.0",
  "method": "tools/list",
  "params": {
    "limit": 10,
    "offset": 0
  },
  "id": "request-001"
}
```

The method field is a string naming the operation to perform. MCP uses a namespaced convention like tools/list, resources/read, or prompts/get, where the prefix indicates the capability and the suffix indicates the specific operation. The params field contains the arguments for the method and can be an object, an array, or omitted entirely if the method takes no parameters. The id field uniquely identifies the request within a session and can be a string, number, or null. When id is present and non-null, the server must respond with a matching response object.

Notifications are identical to requests except the id field is absent. Notifications signal events that do not require responses, such as telling the client that available tools have changed or reporting progress on a long-running operation. Servers send notifications back to clients over established connections, but the protocol does not require responses, so lost notifications do not cause protocol errors.

```
{
  "jsonrpc": "2.0",
  "method": "notifications/tools/list_changed"
}
```

Responses have the following structure for successful operations:

```
{
  "jsonrpc": "2.0",
  "result": {
    "tools": [
      {
        "name": "list_files",
        "description": "List files in a directory",
        "inputSchema": {
          "type": "object",
          "properties": {
            "path": { "type": "string" }
          }
        }
      }
    ]
  },
  "id": "request-001"
}
```

The id field matches the request that triggered this response, allowing clients to correlate requests with results even when multiple requests are in flight simultaneously. The result field contains the operation's output, structured according to the method's specification. For error conditions, the error field replaces result:

```
{
  "jsonrpc": "2.0",
  "error": {
    "code": -32602,
    "message": "Invalid parameters: missing required field 'path'",
    "data": {
      "missingFields": ["path"]
    }
  },
  "id": "request-001"
}
```

The error object contains a numeric code, a human-readable message, and an optional data field for additional context. JSON-RPC defines standard error codes from -32768 to -32000, with specific values for parse errors (-32700), invalid requests (-32600), method not found (-32601), invalid parameters (-32602), and internal errors (-32603). MCP extends this range with its own codes from -32000 to -32099 for protocol-specific conditions.

Batch requests allow clients to send multiple operations in a single message by wrapping them in an array. The server responds with an array of responses,

each matched by id. While MCP primarily uses individual requests for simplicity, your implementation must be prepared to handle batched messages if the transport layer aggregates them.

The MCP Message Envelope

MCP builds on JSON-RPC 2.0 by defining specific method names, parameter schemas, and response structures for its operations. Every MCP message follows the JSON-RPC format exactly; MCP does not add or remove fields at the envelope level. This strict adherence means any standard JSON-RPC 2.0 parser can process MCP messages, and any transport that supports JSON-RPC can carry MCP traffic with minimal adaptation.

The method namespace in MCP is organized by capability and direction. Client-to-server methods include:

- initialize: Establishes the connection and negotiates capabilities
- ping: Tests connectivity without side effects
- tools/list: Requests the list of available tools
- tools/call: Invokes a specific tool with arguments
- resources/list: Requests the list of available resources
- resources/read: Reads the content of a specific resource by URI
- resources/templates/list: Lists parameterized resource templates
- prompts/list: Requests the list of available prompts
- prompts/get: Retrieves a specific prompt template with arguments
- completions/complete: Requests argument completions
- logging/setLevel: Sets the minimum log level for server messages

Server-to-client methods include:

- sampling/createMessage: Requests the client to generate text using its language model (deprecated)
- elicitation/create: Requests user input or confirmation
- completion/complete: Provides completions in response to client requests
- roots/list: Lists filesystem roots exposed by the client (deprecated)

Notifications use a similar naming convention with a notifications/ prefix, such as notifications/initialized, notifications/cancelled, notifications/progress, and notifications/tools/list_changed. The naming is consistent enough that you can infer the purpose of any method from its name alone, which makes debugging and documentation much easier.

Request Response and Notification Flow

Understanding the flow of messages between client and server is critical for implementing correct behavior, especially around timing, error handling, and state management. Let us walk through the complete lifecycle of a typical MCP session.

Session initialization always follows the same sequence:

1. The client sends an initialize request with its protocol version, client name, and declared capabilities.
2. The server validates the protocol version, checks if it can support the requested features, and responds with its own version, server information, capabilities, and optional instructions for the AI client.
3. If the versions are compatible and the server accepts the connection, the client sends an initialized notification confirming the session is ready.
4. Normal operations begin only after this handshake completes.

Here is a concrete example of the initialization exchange:

Client request:

```
{
  "jsonrpc": "2.0",
  "id": "init-1",
  "method": "initialize",
  "params": {
    "protocolVersion": "2025-11-25",
    "capabilities": {
      "roots": {},
      "sampling": {}
    },
    "clientInfo": {
      "name": "Claude Desktop",
      "version": "1.0.0"
    }
  }
}
```

Server response:

```
{
  "jsonrpc": "2.0",
  "id": "init-1",
  "result": {
    "protocolVersion": "2025-11-25",
    "capabilities": {
      "tools": {
        "listChanged": true
      },
      "resources": {},
      "prompts": {}
    },
    "serverInfo": {
      "name": "file-system-server",
      "version": "2.1.0"
    },
    "instructions": "This server provides file system access tools for reading,
    ↪  listing, and searching files."
  }
}
```

Client notification:

```
{
  "jsonrpc": "2.0",
  "method": "notifications/initialized"
}
```

After initialization, the client can send any requests supported by the negotiated capabilities. If the server declared tools with listChanged, it may send notifications/tools/list_changed when the tool set changes dynamically, such as when new plugins are loaded or permissions change. The client should respond to such notifications by re-fetching the tool list.

Tool invocation follows a straightforward pattern:

1. Client calls tools/call with the tool name and arguments matching the tool's inputSchema.
2. Server validates the arguments, executes the tool logic, and returns a result or error.
3. For long-running operations, the server may send progress notifications before returning the final result.

The protocol enforces strict ordering: servers must not use capabilities they did not declare during initialization, and clients must not request operations for undeclared capabilities. This constraint simplifies implementation because each side can trust that the other supports whatever it attempts to use.

Error Codes and Semantics

Error handling in MCP combines JSON-RPC's standard codes with protocol-specific extensions. Correct error reporting is essential for production servers because AI clients rely on errors to understand what went wrong and decide whether to retry, ask the user for help, or fail gracefully.

JSON-RPC standard errors:

- -32700 Parse error: The message was not valid JSON. This indicates a fundamental communication problem, often caused by encoding issues or corrupted data in the transport layer.
- -32600 Invalid request: The JSON was valid but did not conform to JSON-RPC structure (missing method, wrong field types). Your server should return this when it receives malformed requests that are not simply parse failures.
- -32601 Method not found: The requested method does not exist or is not supported. Return this when a client calls an MCP method your server does not implement.
- -32602 Invalid params: The method exists but the arguments are wrong. Use this for schema validation failures, missing required fields, or type mismatches.
- -32603 Internal error: An unexpected condition occurred during processing. Reserve this for genuine server-side failures like unhandled exceptions, not for application-level errors.

MCP-specific errors in the -32000 to -32099 range provide more granular feedback:

- -32002 Resource not found: The requested resource URI does not exist or is inaccessible.
- -32003 Tool execution failed: The tool ran but encountered an application-level error. This differs from internal errors because the failure is expected and handled.

- -32004 Permission denied: The client lacks authorization for the requested operation.
- -32005 Rate limited: Too many requests; the client should back off and retry later.

When returning tool execution failures, MCP uses a dual mechanism. For protocol-level errors (invalid method, bad parameters), use standard JSON-RPC error responses. For application-level failures within an otherwise valid tool call, return a successful response with isError set to true in the result object:

```
{
  "jsonrpc": "2.0",
  "id": "call-42",
  "result": {
    "content": [
      {
        "type": "text",
        "text": "Database connection failed: timeout after 30s"
      }
    ],
    "isError": true
  }
}
```

This distinction matters because protocol errors indicate the client did something wrong and should not retry unchanged, while tool execution errors with isError indicate transient or expected failures that the AI might want to handle by retrying with different parameters, asking the user for clarification, or explaining the situation.

Protocol Versioning and Compatibility

MCP uses date-based versioning (2024-11-05, 2025-03-26, 2025-11-25, 2026-07-28) rather than semantic versioning. Each version represents a snapshot of the specification at a particular date, and implementations declare which versions they support during initialization. This approach avoids confusion about what "breaking change" means in an evolving protocol and makes it clear when features were introduced or deprecated.

Version negotiation happens during initialization. The client proposes a protocol version, and the server either accepts it or rejects the connection with an error. If the server supports multiple versions, it should prefer the highest version both parties support. Servers that only support older versions must reject clients requesting newer versions they do not understand, rather than silently ignoring new features.

Backward compatibility is maintained through capability negotiation and graceful degradation. New capabilities added in later versions are declared by servers that implement them, and clients that do not recognize those capabilities simply do not use them. Deprecated features like sampling, roots, and logging remain functional in implementations that support them but are discouraged for new development. The 2026-07-28 specification introduced significant changes including server discovery, transport-neutral subscriptions, long-running tasks, and response caching, while remaining compatible with earlier versions through careful feature gating.

For production servers, version strategy should be explicit. Support a range of protocol versions rather than pinning to one date, because clients in the wild will span multiple versions simultaneously. Document which versions your server supports, test against the oldest supported version regularly, and provide clear upgrade paths when you deprecate old versions. The official SDKs handle much of this complexity internally, but understanding the negotiation process helps you debug compatibility issues when they arise.

Chapter Summary

JSON-RPC 2.0 provides the foundation for all MCP communication, with its simple request-response-notification model, standardized error codes, and transport-agnostic design. MCP extends JSON-RPC by defining a structured method namespace, capability negotiation during initialization, and protocol-specific error codes for application-level failures. Understanding these internals is essential because every implementation detail (from how you validate incoming requests to how you report errors to clients) flows directly from this protocol specification.

In the next chapter, we explore the transport layer: how MCP messages actually move between clients and servers through STDIO, HTTP, SSE, and WebSocket connections, with practical guidance on choosing the right transport for your deployment scenario.

Chapter 3: Transport Layer: STDIO, HTTP, SSE, and WebSockets

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STDIO Transport: Local Development and Sandboxing

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Choosing the Right Transport for Your Use Case

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Chapter 4: Building Your First MCP Servers: Python and TypeScript

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Chapter 5: Building MCP Servers in Go, Rust, and Java

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Go Implementation: Performance and Simplicity

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Rust Implementation: Safety and Zero Cost Abstractions

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Java Implementation: Enterprise Integration Patterns

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Chapter 6: Resources: Exposing Data to AI Models

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