Pickle module → trivially create binary files of arbitrary objects
→ Use it with user-defined classes.
don't know how to handle open files

So much flexable → more than transforming to byte array

Reading Pickle file → import pickle → load function → Such trivial way

Overall easy read and write

remember rb mode

What is bad about Pickles → Serialize everything

Performance

Security

Class variable Restructured → old one is useless

No control over serializing things that might be saved

__init__
↳ Isn't called for objects creation

→ Python binary file only → can't be readen in any other lang.

→ alternative for it Shelve and Json.

Shelve module

Writing → it's mainly like dictionary → Values are Pickled and Non-Pickled.

Behind scene, like dB based on key-value (key is string)

Reading → you can get keys similar to dictionary

→ use it to access all or specified key.

→ easy to retrive specific thing and more memory efficient.

Updating → We can update a shelf by Shelf[key] = value (new key).

Shelf['numbers'] = data

must be string.

We have some mistakes at Updating Shelve

append → x

→ we must update it by assigning only.

When we update we add it to old one

⇒ When we want to delete a key → Del Shelf['key']

Shelve cons

→ might be slower

→ Have some security issues as Pickles

→ good for local apps

→ u can't multithread on a Shelve file.