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Experiment – 2.2 (Part – b) :

Title

Serialization and Deserialization of a Student Object.

Objective

To implement Java serialization to save a Student object to a file and later retrieve it through deserialization.

Task Description

Serialization helps persist object state and is useful for saving objects in files or transmitting over a network. This task includes:

- Creating a Student class with fields like studentID, name, and grade.
- Making the class implement the Serializable interface.
- Writing a program to:
 - Serialize the Student object using ObjectOutputStream.

- Save it to a file.
- Deserialize it using `ObjectInputStream` to reconstruct the object.
- Print the student's data to confirm successful deserialization.

Code :

```
import java.io.*;

import java.util.Scanner;

public class
SerializeDeserializeStuden
t {

    // Inner Student class
    static class Student
implements Serializable {
        private static final long
serialVersionUID = 1L;

        private int studentID;
        private String name;
        private String grade;

        public Student(int
studentID, String name,
String grade) {
            this.studentID =
studentID;
```

```
        this.name = name;
        this.grade = grade;
    }
```

```
    @Override
    public String toString()
    {
        return "StudentID: "
+ studentID + ", Name: " +
name + ", Grade: " + grade;
    }
}
```

```
    public static void
main(String[] args) {
    Scanner sc = new
Scanner(System.in);
```

```
        // Read student
details from user
```

```
System.out.print("Enter
Student ID: ");
    int id = sc.nextInt();
```

```
        sc.nextLine();        //  
consume newline
```

```
System.out.print("Enter  
Student Name: ");  
        String    name    =  
sc.nextLine();
```

```
System.out.print("Enter  
Student Grade: ");  
        String    grade    =  
sc.nextLine();
```

```
        Student    student    =  
new    Student(id,    name,  
grade);
```

```
        // Serialize the object  
        try  
(ObjectOutputStream oos  
=                                new  
ObjectOutputStream(new  
FileOutputStream("studen  
t.ser"))) {
```

```
oos.writeObject(student);
```

```
System.out.println("Student object serialized to student.ser");
```

```
    } catch (IOException e)
    {
        e.printStackTrace();
    }
```

```
    // Deserialize the object
```

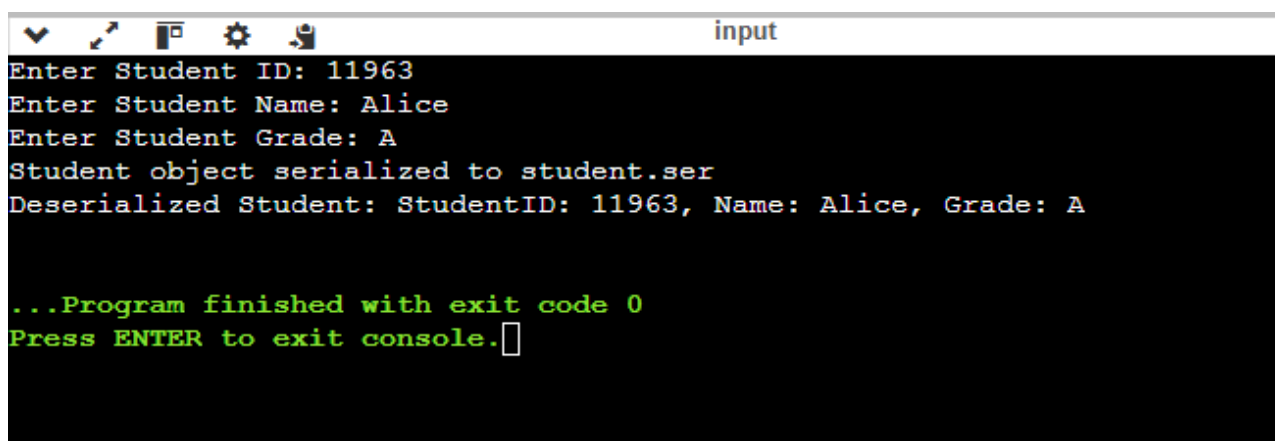
```
    try
    (ObjectInputStream ois =
    new
    ObjectInputStream(new
    FileInputStream("student.ser"))) {
```

```
        Student
        deserializedStudent =
        (Student) ois.readObject();
```

```
System.out.println("Deseri
```

```
alized Student: " +  
deserializedStudent);  
    } catch (IOException |  
ClassNotFoundException  
e) {  
        e.printStackTrace();  
    }  
  
    sc.close();  
}  
}
```

Output :

A screenshot of a Java IDE's console window. The window has a title bar with standard icons and the text 'input'. The console output is as follows:
Enter Student ID: 11963
Enter Student Name: Alice
Enter Student Grade: A
Student object serialized to student.ser
Deserialized Student: StudentID: 11963, Name: Alice, Grade: A

...Program finished with exit code 0
Press ENTER to exit console.
The text is displayed in a monospaced font, with the final two lines in green.