Object Serialization



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[Examples are in the repository folder examples/serialization.]

Basic Examples

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- Example 2: MioAlma.java, Cryogenics.java
 - ► Shows how to (de)serialize our own class. Also shows the affect of the transient keyword.

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- The serialVersionUID is declared via a field named
 "serialVersionUID" that must be static, final, and of type long:
 <access-modifier> static long serialVersionUID =
 <UID>L;
- ▶ Use the program serialver (bundled with Java) to generate the serialVersionUID for a given class. Or use your IDE to generate it for you!

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- ► Going the other way requires additional processing depending upon the amount of backwards compatibility desired.

Examples: MioAlma.java, Cryogenics.java, MioAlmaDos.java.

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- 4. Run and freeze a MioAlma object (version 2)
 - 4.1 Revert MioAlma back to version 1.
 - 4.2 Revive a MioAlma version 1 object from a freeze-dried MioAlma version 2 object!

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 - Reason: The default serialVersionUID computation is highly sensitive to class details that may vary depending on compiler implementations, and can thus result in unexpected InvalidClassException exceptions.

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 private void readObject(ObjectInputStream stream)

 throws IOException, ClassNotFoundException;

 private void writeObject(ObjectOutputStream stream)

 throws IOException:

Example:

```
private void readObject (ObjectInputStream s)
{
   s.defaultReadObject(); //standard deserialization
   initialize(); //our custom initialization
   //call optional method after customization
   if (isRunning)
        start();
}
```

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- readExternal: Implement the method to restore its contents by calling the methods of DataInput for primitive types and readObject for objects, strings and arrays.
- writeExternal: Implement the method to save its contents by calling the methods of DataOutput for its primitive values or calling the writeObject method of ObjectOutput for objects, strings, and arrays.

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 - Encrypt and sign the entire object using javax.crypto.SealedObject and/or java.security.SignedObject wrapper. However, this requires managing symmetric keys.
 - ► For secure transport over the network, use SSL (Secure Sockets Layer) layer to encrypt the data. This requires minimal change in our code and is a widely used technique.

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- Write a loop that creates a large number of simple objects (a million or more) serializes them one by one. Note the time taken (use java.lang.System.currentTimeMillis()). Then write another loop that creates the same objects but now place them into a Collection like ArrayList, List or HashMap. Now serialize the collection instead of serializing the objects one by one. Note the time again. Is there a significant difference? Is so, why?

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- ▶ Research how to use the Protocol Buffers serialization framework for Java. Convert the program from the previous exercise to use *Protocol Buffers* and then time the program again.

References

- ► Other object serialization frameworks: Kryo, JSON, Google Protocol Buffers, Apache Avro, Facebook Thrift etc.
- Serialization (Wikipedia)
- ► Performance comparison of various serialization frameworks
- More on warnings when reading back a serialized object