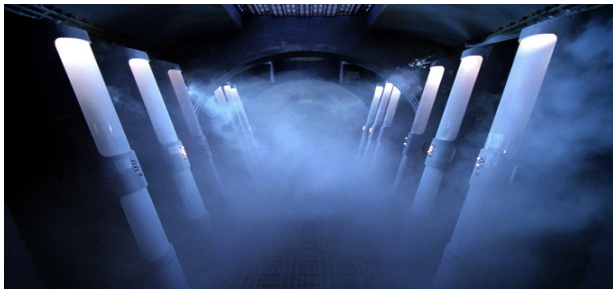


# Object Serialization



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



# Basic Examples

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  - ▶ Shows how to (de)serialize a standard Java data structure.
- ▶ 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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- ▶ 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.

# Serialization Experiments

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

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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.

# Custom Deserialization

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- ▶ 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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  - ▶ 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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- ▶ 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.

- ▶ 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](#)