

# Сериализация

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```
f « data;  
f » data;
```

## Първо изискване: еднозначност

```
ostream& operator << (ostream& out, const DynArr<int>& ia)
{
    for (int i = 0; i < ia.size; i++)
        out << ia.arr[i];
    return out;
}

void test ()
{
    DynArr<int> arr (5);
    //...
    ofstream out ("data.txt");

    out << arr;
}
```

[1,20,301,4,5] => 12030145

## Първо изискване: еднозначност

```
ostream& operator << (ostream& out, const DynArr<int>& ia)
{
    for (int i = 0; i < ia.size; i++)
        out << ia.arr[i] << " ";
    return out;
}

void test ()
{
    DynArr<int> arr (5);
    //...
    ofstream out ("data.txt");

    out << arr;
}
```

[1,20,301,4,5] => 1 20 301 4 5

## Второ изискване: локалност

```
ostream& operator << (ostream& out, const DynArr<int>& ia)
{
    for (int i = 0; i < ia.size; i++)
        out << ia.arr[i] << " ";
    return out;
}

void test ()
{
    DynArr<int> arr1 (3), arr2 (4);
    //...
    ofstream out ("data.txt");

    out << arr1 << arr2;
}
```

[1,2,3]; [4,5,6,7] => 1 2 3 4 5 6 7

## Второ изискване: локалност

```
ostream& operator << (ostream& out, const DynArr<int>& ia)
{
    out << "[";
    for (int i = 0; i < ia.size-1; i++)
        out << ia.arr[i] << ",";
    if (ia.size > 0)
        out << ia.arr[ia.size-1];
    out << "]";
    return out;
}

void test ()
{
    DynArr<int> arr1 (3), arr2 (4);
    //...
    ofstream out ("data.txt");

    out << arr1 << arr2;
}
```

[1,2,3]; [4,5,6,7] => [1,2,3][4,5,6,7]

# Оптимизация: предвидимость

[121,233,356]; [4,5,6,7] => [121,233,356][4,5,6,7]

```
istream& operator >> (istream& in, DynArr<int>& ia)
{
    DynArr<int> result(0); char c; int x;
    in >> c; assert (c == '[');
    while (c != ']' && in.peek() != ']')
    {
        in >> x;
        result += x;
        in >> c;
        assert(c == ',' || c == ']');
    }
    ia = result;
    return in;
}

void test ()
{
    DynArr<int> arr1 (0), arr2 (0);
    ifstream in ("data.txt");
    in >> arr1 >> arr2;
}
```

# Оптимизация: предвидимость

```
ostream& operator << (ostream& out, const DynArr<int>& ia)
{
    out << ia.length() << " ";
    for (int i = 0; i < ia.size; i++)
        out << ia.arr[i] << " ";
    return out;
}

void test ()
{
    DynArr<int> arr1 (5), arr2 (4);
    //...
    ofstream out ("data.txt");

    out << arr1 << arr2;
}
```

[1,2,3]; [4,5,6,7] => 3 1 2 3 4 4 5 6 7



# Оптимизация: предвидимость

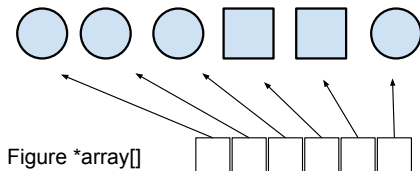
[1,2,3]; [4,5,6,7] => 3 1 2 3 4 4 5 6 7

```
istream& operator >> (istream& in, DynArr<int>& ia)
{
    int newSize; in >> newSize; DynArr<int> result (newSize);
    for (int i = 0; i < newSize; i++)
    {
        in >> result[i];
    }
    ia = result;
    return in;
}

void test ()
{
    DynArr<int> arr1 (0), arr2 (0);
    ifstream in ("data.txt");
    in >> arr1 >> arr2;
}
```

## Сериализация на хетерогенни контейнери

# “Записване” на хетерогенен контейнер във файл



```
Figure* arr[10];  
file << arr;  
file >> arr;
```

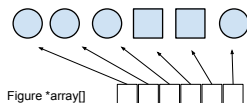
# Директен подход не работи

```
ostream& operator << (ostream& out, DynArr<Figure*>& a)
{
    out << a.length() << " ";
    for (int i = 0; i < a.length(); i++)
        (1) out << a[i] << " ";      //Figure* ?!?!?
        (2) out << *a[i] << " ";      //Figure is abstract
        (3) out << a[i]->save(out);    //virtual function required
    return out;
}

void test ()
{
    DynArr<Figure*> arr[10]; //...
    ofstream out ("data.txt");
    out << arr;
}
```

- Circle::save записва радиус
- Rectangle::save записва две страни
- save трябва да отговаря на всички условия за сериализиране

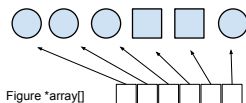
## Трето изискване: Разпознаваемост



- Нека всички окръжности са с радиус 1, а всички правоъгълници със страни 2

array => 6 1 1 1 2 2 2 2 1

## Трето изискване: Разпознаваемост



- Нека всички окръжности са с радиус 1, а всички правоъгълници със страни 2

array => 6 1 1 1 2 2 2 2 1

## Трето изискване: Разпознаваемост

```
void circle::save (ostream& out)
{ out << "circle_" << r << "_"; }
void rectangle::save (ostream& out)
{ out << "rect_" << a << "_" << b << "_"; }
```

```
array => 6 circle 1 circle 1 circle 1 rect 2 2 rect 2 2 circle 1
```

# “Фабрика” за обекти

array => 6 circle 1 circle 1 circle 1 rect 2 2 rect 2 2 circle 1

```
istream& operator >> (istream &in, DynArr<Figure*> a)
{
    int newSize; in >> newSize; DynArr<Figure*> result (newSize);
    for (int i = 0; i < newSize; i++)
    {
        //what is result[i]???
        result[i]->read(in);
    }
}
```

- read!



# “Фабрика” за обекти

```
array => 6 circle 1 circle 1 circle 1 rect 2 2 rect 2 2 circle 1
```

```
istream& operator >> (istream &in, DynArr<Figure*> a)
{
    int newSize; in >> newSize; DynArr<Figure*> result (newSize);
    for (int i = 0; i < newSize; i++)
    {
        result[i] = new WHAT; //WHAT?!?
        result[i]->read(in);
    }
}
```

# “Фабрика” за обекти

```
istream& operator >> (istream &in, DynArr<Figure*> a)
{
    int newSize; in >> newSize; DynArr<Figure*> result (newSize);
    string type;
    for (int i = 0; i < newSize; i++)
    {
        in >> type;
        result[i] = new type; //unfortunately NOT!!!
        result[i]->read(in);
    }
}
```

# “Фабрика” за обекти

```
istream& operator >> (istream &in, DynArr<Figure*> a)
{
    int newSize; in >> newSize; DynArr<Figure*> result (newSize);
    string type;
    for (int i = 0; i < newSize; i++)
    {
        in >> type;
        result[i] = Figure::factory (type);
        result[i]->read(in);
    }
}
```

# “Фабрика” за обекти

```
class Figure
{
    //....
    static Figure* factory (string type)
    {
        if (type == "circle") return new Circle (0);
        if (type == "rect") return new Rectangle (0,0);
        assert (false);
        return NULL;
    }
};
```

# “Фабрика” за обекти

```
class Figure
{
    //....
    virtual void read (istream &in) = 0;

    static Figure* factory (string type)
    {
        if (type == "circle") return new Circle (0);
        if (type == "rect") return new Rectangle (0,0);
        assert (false);
        return NULL;
    }
};

void Circle::read (istream &in)
{ in >> r; }

void Rectangle::read (istream &in)
{ in >> a >> b; }
```

# “Фабрика” за обекти

```
array => 6 circle 1 circle 1 circle 1 rect 2 2 rect 2 2 circle 1
```

```
istream& operator >> (istream &in,
                      DynArr<Figure*> a)
{
    int newSize;
    in >> newSize;
    DynArr<Figure*> result (newSize);
    string type;
    for (int i = 0; i < newSize; i++)
    {
        in >> type;
        result[i] = Figure::factory (type);
        result[i]->read(in);
    }
}
```

```
class Figure
{
    //....
    virtual void read (istream &in) = 0;

    static Figure* factory (string type)
    {
        if (type == "circle")
            return new Circle (0);
        if (type == "rect")
            return new Rectangle (0,0);
        assert (false);
        return NULL;
    }
};

void Circle::read (istream &in)
{ in >> r; }

void Rectangle::read (istream &in)
{ in >> a >> b; }
```

Благодаря ви за вниманието!