1. SERIALIZATION AND DESERIALIZATION

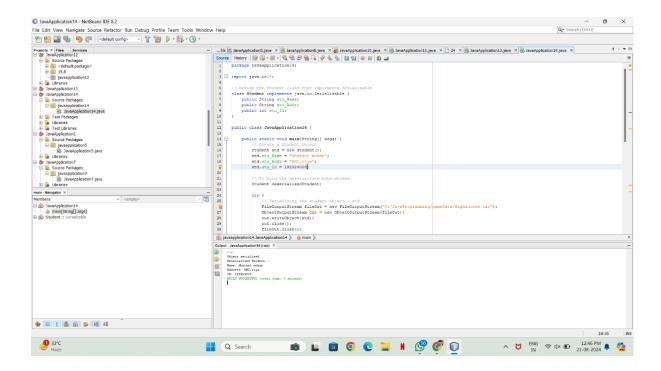
CODE:

```
package javaapplication14;
import java.io.*;
// Define the Student class that implements Serializable
class Student implements java.io.Serializable {
  public String stu_Name;
  public String stu_Addr;
  public int stu_Id;
}
public class JavaApplication14 {
  public static void main(String[] args) {
    // Create a Student object
    Student std = new Student();
    std.stu_Name = "dharani mohan";
    std.stu_Addr = "ABC,riya";
    std.stu_Id = 192324008;
    // To hold the deserialized byte-stream
    Student deserializedStudent;
    try {
      // Serializing the student object - std
      FileOutputStream fileOut = new
FileOutputStream("C:/JavaProgramming/gameData/Highscores.txt");
      ObjectOutputStream out = new ObjectOutputStream(fileOut);
```

```
out.writeObject(std);
      out.close();
      fileOut.close();
      // Serialization complete
      System.out.printf("Object serialized\n");
      // Deserialization process
      FileInputStream fileIn = new
FileInputStream("C:/JavaProgramming/gameData/Highscores.txt");
      ObjectInputStream in = new ObjectInputStream(fileIn);
      // Deserialization
      deserializedStudent = (Student) in.readObject();
      in.close();
      fileIn.close();
      // Printing the deserialized object
      System.out.println("Deserialized Student...");
      System.out.println("Name: " + deserializedStudent.stu_Name);
      System.out.println("Address: " + deserializedStudent.stu_Addr);
      System.out.println("ID: " + deserializedStudent.stu_Id);
    } catch (IOException i) {
      i.printStackTrace();
    } catch (ClassNotFoundException c) {
      System.out.println("Class not found");
      c.printStackTrace();
    }
  }
}
```

OUTPUT:





2. PRINT WRITER

CODE:

package javaapplication16;

import java.io.*;

// Define the Student class that implements Serializable
class Student implements java.io.Serializable {
 public String stu_Name;
 public String stu_Addr;

```
public int stu_Id;
}
public class JavaApplication16 {
  public static void main(String[] args) {
    // Create a Student object
    Student std = new Student();
    std.stu_Name = "dharani mohan";
    std.stu_Addr = "ABC,riya";
    std.stu_Id = 192324008;
    // To hold the deserialized byte-stream
    Student deserializedStudent;
    try {
      // Serializing the student object - std
      FileOutputStream fileOut = new
FileOutputStream("C:/JavaProgramming/gameData/Highscores.txt");
      ObjectOutputStream out = new ObjectOutputStream(fileOut);
      out.writeObject(std);
      out.close();
      fileOut.close();
      // Serialization complete
      System.out.printf("Object serialized\n");
      // Deserialization process
      FileInputStream fileIn = new
FileInputStream("C:/JavaProgramming/gameData/Highscores.txt");
      ObjectInputStream in = new ObjectInputStream(fileIn);
      // Deserialization
```

```
deserializedStudent = (Student) in.readObject();
      in.close();
      fileIn.close();
      // Printing the deserialized object
      System.out.println("Deserialized Student...");
      System.out.println("Name: " + deserializedStudent.stu_Name);
      System.out.println("Address: " + deserializedStudent.stu_Addr);
      System.out.println("ID: " + deserializedStudent.stu_Id);
      // Buffered Writing Example
      try (BufferedWriter bufferedWriter = new BufferedWriter(new
FileWriter("C:/JavaProgramming/gameData/StudentInfo.txt"))) {
         bufferedWriter.write("Name: " + deserializedStudent.stu_Name + "\n");
         bufferedWriter.write("Address: " + deserializedStudent.stu_Addr + "\n");
         bufferedWriter.write("ID: " + deserializedStudent.stu_Id + "\n");
      }
      System.out.println("Buffered writing to StudentInfo.txt completed.");
    } catch (IOException i) {
      i.printStackTrace();
    } catch (ClassNotFoundException c) {
      System.out.println("Class not found");
      c.printStackTrace();
    }
  }
}
OUTPUT:
```



3. FILE WRITER

CODE:

OUTPUT:

4. WRITER

CODE:

OUTPUT:

5. BUFFER WRITER

CODE:

OUTPUT: