

Teori Desain Game Multiplayer Online



Oleh:

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```
{
[Serializable]
class Buku
{
    public int NoBuku;
    public String Judul;
    public double notID;
    public String notName;
    static void Main(string[] args)
    {
        Buku obj = new Buku();
        obj.NoBuku = 1;
        obj.Judul = ".Net";

        Buku obj3 = new Buku();
        obj3.NoBuku = 11;
        obj3.Judul = ".Net1";

        Buku obj2 = new Buku();
        obj2.notID = 1;
        obj2.notName = ".Net";

        IFormatter formatter = new BinaryFormatter();
        Stream stream = new FileStream(@"D:\ExampleNew.txt", FileMode.Create, FileAccess.Write);

        formatter.Serialize(stream, obj);
        formatter.Serialize(stream, obj3);
        stream.Close();

        stream = new FileStream(@"D:\ExampleNew.txt", FileMode.Open, FileAccess.Read);
        Buku objnew = (Buku)formatter.Deserialize(stream);

        Console.WriteLine(objnew.NoBuku);
        Console.WriteLine(objnew.Judul);

        Console.ReadKey();
    }
}
```

Initialize
an
Object

Serialize
the
Object

Output File:

```
ExampleNew - Notepad
File Edit Format View Help
// yyyy// BConsoleApp2, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null// DemoApplication.Tutorial// ID/Name/hotID/hotName // // // .Net
// yyyy// BConsoleApp2, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null// DemoApplication.Tutorial// ID/Name/hotID/hotName // // // .Net1
//
```