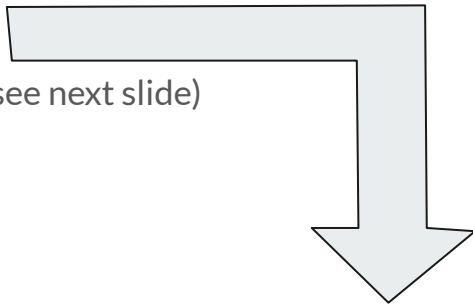


# Homework: Akka “Large Messaging”

By Wild Catz

- Serialize the `LargeMessage<?>`
  - Using `kryo`
  - Save `serializerID` and manifest for deserialization (`serializedByteMessage`)
- Send the `serializedByteMessage` via Akka Streams using Akka Source Ref (see next slide)
- Write the from the Source Ref to a sink (`ByteBuffer`)
- Deserialize into the original Object and forward it to the receiving Actor



```
@Data @NoArgsConstructor @AllArgsConstructor
public static class serializedByteMessage implements Serializable {
    private static final long serialVersionUID = 2237807743872319842L;
    private byte[] bytes;
    private ActorRef sender;
    private ActorRef receiver;
    private int serializerID;
    private String manifest;
}
```

# Homework: Akka “Akka Streaming”

By Wild Catz

