ISerializer

- + ~ISerializer()
- + writeUInt16() + writeUInt32()
- + writeUInt8() + writeFloat()
- + writeString()
 + writeBytes()
- + writeBytes()



- + BinarySerializer()
- + writeUInt16()
- + writeUInt32() + writeUInt8()
 - + writeFloat()
 - + writeString()
 - + writeBytes()+ writeBytes()
 - + writeHeader()