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## Serializable interface

🕒 November 2, 2016 👤 SJ 📁 Serialization 💬 0

In this article, we will discuss the important things we should know about *java.io.Serializable* interface in detail

## Serializable interface:

- Present in *java.io* package
- Fully qualified class name is *java.io.Serializable*
- It is a **Marker interface** which means a Java class implementing marker interface has got certain capability
- It has no body i.e.; it doesn't contain any methods
- We can serialize, only serializable objects
- An Object said to be Serializable, if its corresponding class implements *java.io.Serializable* interface
- Serializing a non-serializable object (i.e.; class not implementing *java.io.Serializable* interface), then run time exception will be thrown stating *NotSerializableException*

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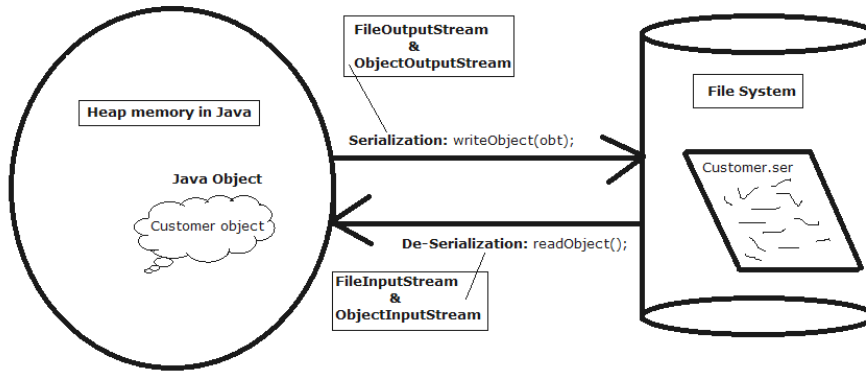
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## Demo example on Java Serialization & De-Serialization

For objects to participate in *serialization & de-serialization process*, corresponding class should *implement java.io.Serializable* interface

**Exception:** otherwise, run time exception will be thrown stating *NotSerializableException*

**Step 1:** Create POJO which implements *java.io.Serializable* interface

### Customer.java

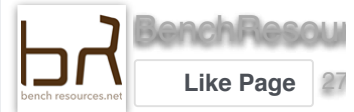
- Customer class is the one to be *serialized*
- Therefore, it must to implement *java.io.Serializable* interface
- Consists of **3 member variables** namely
- Two integer member (customer id and customer age) and String member (customer name)

```
1 package in.bench.resources.serialization;
2
3 import java.io.Serializable;
4
5 public class Customer implements Serializable {
6
7     // member variables
8     int customerId;
9     String customerName;
10    int customerAge;
11
12    // 3-arg parametrized constructor
13    public Customer(int customerId,
```

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```

14         String customerName, int customerAge
15         super();
16         this.customerId = customerId;
17         this.customerName = customerName;
18         this.customerAge = customerAge;
19     }
20
21     // overriding toString() method
22     @Override
23     public String toString() {
24         return "Customer [customerId=" + customerId + ", customerName=" + customerName + ", customerAge=" + customerAge + "]";
25     }
26 }
27
28
29

```

**Step 2:** Serialization and De-Serialization together in one class

**To Serialize:** any Object, we can use *ObjectOutputStream* & *FileOutputStream* to *write/save* to the *file* (in binary format)

**To De-Serialize:** any Object, we can use *ObjectInputStream* & *FileInputStream* to *read/restore* from *file* (which is in binary format) into Java *heap memory*

**CustomerSerializeDeSerializeDemo.java**

```

1  package in.bench.resources.serialization;
2
3  import java.io.FileInputStream;
4  import java.io.FileNotFoundException;
5  import java.io.FileOutputStream;
6  import java.io.IOException;
7  import java.io.ObjectInputStream;
8  import java.io.ObjectOutputStream;
9
10 public class CustomerSerializeDeSerializeDemo {
11
12     public static void main(String[] args) {
13
14         // create an customer object using 3-arg constructor
15         Customer serializeCustomer = new Customer(1, "John", 30);
16
17         // creating output stream variables
18         FileOutputStream fos = null;
19         ObjectOutputStream oos = null;
20
21         // creating input stream variables
22         FileInputStream fis = null;
23         ObjectInputStream ois = null;
24
25         // creating customer object reference
26         // to hold values after de-serialization
27         Customer deSerializeCustomer = null;
28
29     }
30 }

```

```

29     try {
30         // for writing or saving binary data
31         fos = new FileOutputStream("Customer.ser");
32
33         // converting java-object to binary
34         oos = new ObjectOutputStream(fos);
35
36         // writing or saving customer object
37         oos.writeObject(serializeCustomer);
38         oos.flush();
39         oos.close();
40
41         System.out.println("Serialization:
42                             + "Customer object saved to "
43                             + fos.getName());
44
45         // reading binary data
46         fis = new FileInputStream("Customer.ser");
47
48         // converting binary-data to java-object
49         ois = new ObjectInputStream(fis);
50
51         // reading object's value and casting it
52         deSerializeCustomer = (Customer) ois.readObject();
53         ois.close();
54
55         System.out.println("De-Serialization:
56                             + "de-serialized from "
57                             + fis.getName());
58     } catch (FileNotFoundException fnfex) {
59         fnfex.printStackTrace();
60     } catch (IOException ioex) {
61         ioex.printStackTrace();
62     } catch (ClassNotFoundException ccex) {
63         ccex.printStackTrace();
64     }
65
66     // printing customer object to console
67     System.out.println("Printing customer values from de-serialized object... \n");
68
69 }
70
71 }

```

Output:

```

1  Serialization: Customer object saved to Customer.ser
2
3  De-Serialization: Customer object de-serialized
4
5  Printing customer values from de-serialized object... \n
6  Customer [customerId=102, customerName=SR, customerAge=25]

```

## ObjectOutputStream and ObjectInputStream

**ObjectOutputStream:** An ObjectOutputStream writes primitive data types and graphs of Java objects to an OutputStream

**ObjectInputStream:** An ObjectInputStream deserializes primitive data and objects previously written using an ObjectOutputStream

*ObjectOutputStream* and *ObjectInputStream* can provide an application with persistent storage for graphs of objects when used with a *FileOutputStream* and *FileInputStream* respectively

## Important points about Serialization and De-Serialization:

- A java object can be *persisted* into File storage only if its corresponding class implements *java.io.Serializable* interface
- Though *java.io.Serializable* is a *Marker interface* which contains no body (i.e.; no methods)
- But at run time JVM provides *special capability* to serialize an Object
- Using *writeObject(Object)* method of ObjectOutputStream, we can persist Object's state to file storage
- And similarly using *readObject()* method of ObjectInputStream, we can *read or restore* Object's state into Java heap memory from persistent storage (like file)
- If the class *doesn't* implement *java.io.Serializable* interface and *still we try to* serialize an Object, then program *compiles* successfully
- But, at *run time* JVM *throws* unchecked exception stating *NotSerializableException*

### References:

<https://docs.oracle.com/javase/7/docs/api/java/io/Serializable.html>

<https://docs.oracle.com/javase/7/docs/platform/serialization/spec/serial-arch.html>

<https://docs.oracle.com/javase/7/docs/api/java/io/ObjectOutputStream.html>

<https://docs.oracle.com/javase/7/docs/api/java/io/ObjectInputStream.html>

<https://docs.oracle.com/javase/7/docs/api/java/io/FileOutputStream.html>

<https://docs.oracle.com/javase/7/docs/api/java/io/FileInputStream.html>

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