Serialization in Java

Serialization in Java was one of the main things that helped Java rise to success. However, that doesn't mean that serialization doesn't have its faults. Now according to the article written by Dustin Marx, some of the problems with serialization in Java are because of the design of it. That it doesn't fit into the object model (Marx, 2019). They say that serialization acts like its a library feature, but instead it just ignores all class and field accessibility (Marx, 2019). Serialization is a dynamic feature that focuses on an object's dynamic portion rather than its static (Marx, 2019). Serialization is the ability of writing a state of the object into a bit stream (*Serialization in Java*, n.d.). Serialization allows the object's state to travel on the network (*Serialization in Java*, n.d.). Meaning that objects have free flowing movement between classes and visibility parameters. Serialization marks objects so that they have certain accessibility and that any objects are granted certain capability (*Serialization in Java*, n.d.). By using serialization in Java then we will be allowed to use Java on different operating machines instead of having to re-write it or use it with a different language on a different operating system (Kiran, 2019). By using serialization you can store the data of an object by serliazing it and storing it into a database (Kiran, 2019). Serializiton also makes is take less time to build an object by caching the objects (Kiran, 2019).