ЛИСТИНГ 11.11

using System;

using System.IO;

usingSystem.Runtime.Serialization.Formatters.Binary;

namespace ConsoleApplication65

{

[Serializable]

abstractclassSpirit

{

publicabstractvoid Passport();

}

[Serializable]

classMonster : Spirit

{

public Monster(int health, int ammo, string name)

{

this.health = health;

this.ammo = ammo;

this.name = name;

}

overridepublicvoid Passport()

{

Console.WriteLine("Monster{0} \t health = {1} ammo = {1}", name, health, ammo);

}

string name;

int health, ammo;

}

[Serializable]

classDemo

{

publicint a = 1;

[NonSerialized]

publicdouble b;

publicMonster X, Y;

}

classClass1

{

staticvoid Main()

{

Demo d = newDemo();

d.X = newMonster(100, 80, "Вася");

d.Y = newMonster(120, 50, "Петя");

d.a = 2;

d.b = 2;

d.X.Passport(); d.Y.Passport();

Console.WriteLine(d.a); Console.WriteLine(d.b);

FileStream f = newFileStream("Demo.bin", FileMode.Create);

BinaryFormatter bf = newBinaryFormatter();

bf.Serialize(f, d); //сохранениеобъекта d впотоке f

f.Close();

}

}

}

ЛИСТИНГ 11.12

using System;

using System.IO;

usingSystem.Runtime.Serialization.Formatters.Binary;

namespace ConsoleApplication65

{

...

classClass1

{

staticvoid Main()

{

FileStream f = newFileStream("Demo.bin", FileMode.Open);

BinaryFormatter bf = newBinaryFormatter();

Demo d = (Demo) bf.Deserialize(f); //восстановлениеобъекта

d.X.Passport(); d.Y.Passport();

Console.WriteLine(d.a); Console.WriteLine(d.b);

f.Close();

}

}

}