Question 1

Serialization is a Java concept that is used to create byte streams; “serialization is the conversion of a Java object into a static stream (sequence) of bytes, which we can then save to a database or transfer over a network” (Baeldung, 2021). The byte streams contain data of the objects. The advantages of serialization include the fact that it is easy to implement, allows to save state of an object, it allows to transfer objects and it is also easy to understand. Another benefit is that it can be customized; it is also possible to compress and encrypt the serialized stream. The disadvantages of serialization are that it can cause overhead if it is used with objects that are large; there will be need of more memory in the case of objects that are large in size, and it cannot be used with every application and the interface do not provide proper control for object access.

References

Baeldung. (2021, December 21). *Introduction to java serialization*. Baeldung. Retrieved April 4, 2022, from https://www.baeldung.com/java-serialization#:~:text=Serialization%20is%20the%20conversion%20of,or%20transfer%20over%20a%20network.

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