

IST 261 Guided Study Group Session #3

Serialization and Deserialization for
Persistent Data storage



Join the GSG GroupMe!

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Session Breakdown

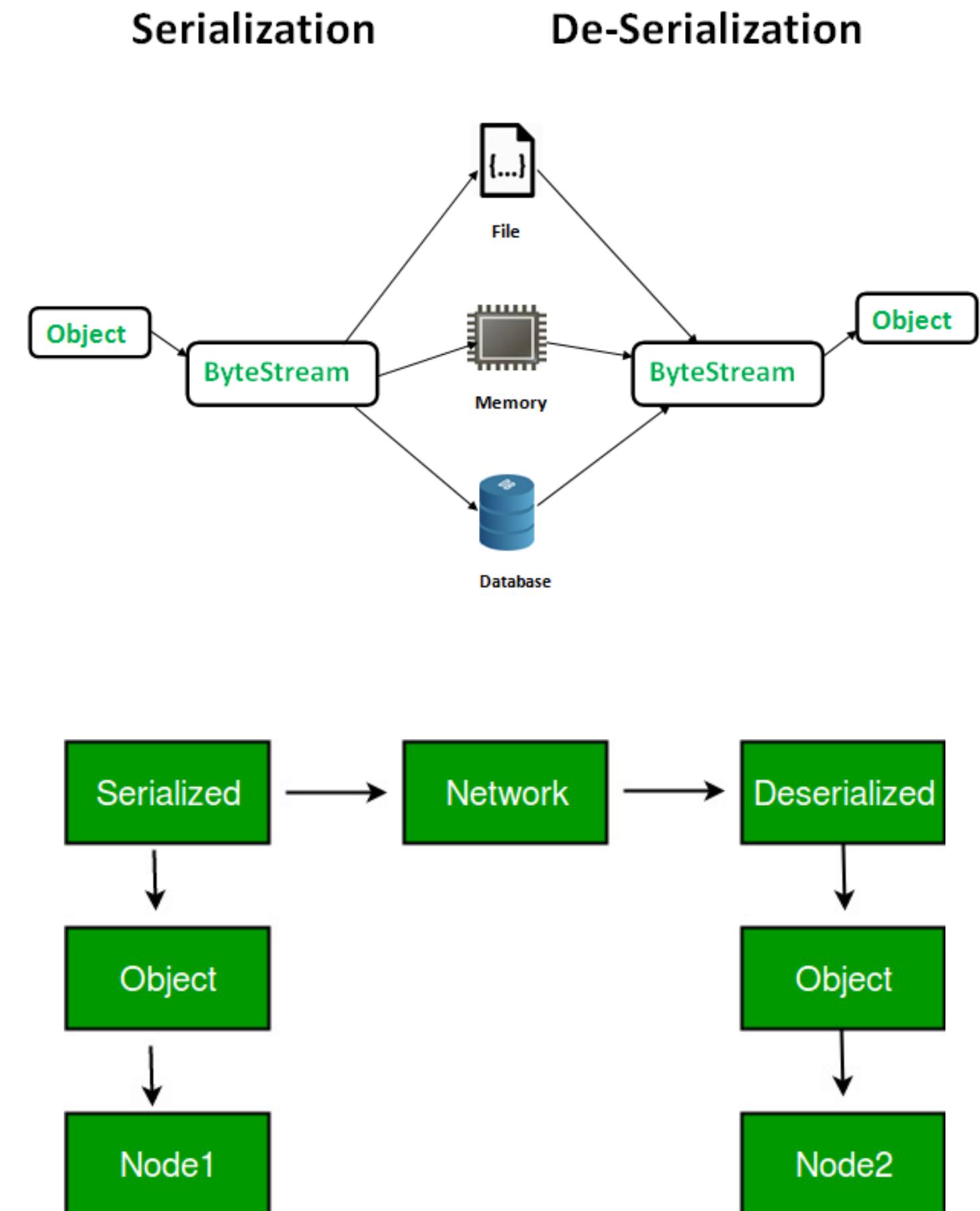
10 Minutes: What is Serialization and Deserialization?

25 Minutes: Work through example together

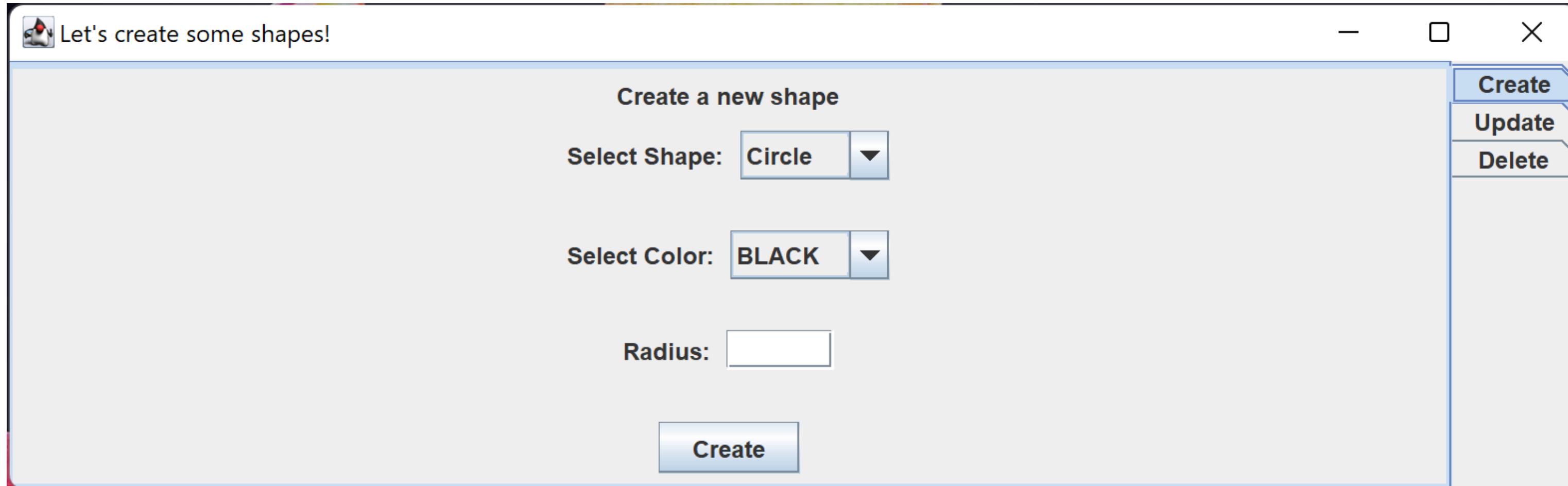
15 Minutes: Extend example in groups

10 Minutes: Go through solution

- Advantages of Serialization!
 - Save the state of an object in Java.
 - Transfer an object across a network.
 - "Send from one JVM to another"
- Only non-static data members are saved.
 - Say goodbye to static variables.
- An object's constructor is not executed when it is serialized.
 - Set the values of your variables before serialization!
- Think of serialization like pickling a cucumber.
 - It is still a cucumber, but you are saving it for later.



CRUD-enabled and Persistent Shape Drawer



Clone the starter code here:

```
git clone https://github.com/NucciTheBoss/ist261_gsg_tutoring.git
```

After cloning the repository, open *serial_shapes* as a project in IntelliJ IDEA



Groupwork Time

Solution Walkthrough





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