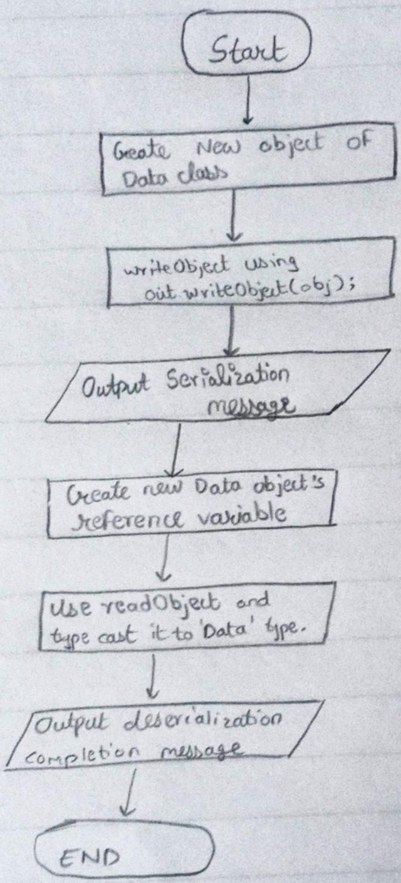
Practical No. 19

Aim : Create , debug and run java programs based on object Serialization.

flowchart :


Start
Create New object of Data class
writeObject using out.writeObject(obj);
Output Serialization message
Create new Data object's reference variable
Use readObject and type cast it to 'Data' type.
Output deserialization completion message
END

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Theory:

What is Object Serialization?

Object serialization is a mechanism provided in Java, using which an object can be represented as a sequence of bytes that includes the object's data as well as information about the object's type and the type's of data stored in the object.

After a serialized object has been written to a file, it can be read from a file and be deserialized, i.e. the type of information and bytes used to store the object can ~~to~~ be used to recreate the object in memory.

Most impressive is that the entire process of serialization is JVM independent, that is, an object can be serialised ~~and~~ on one platform and can be deserialized ~~from a~~ on a completely different platform.

The serialization and deserialization of objects is done through classes 'ObjectInputStream' and 'ObjectOutputStream' ~~are~~ which are high level streams which contains the methods.

The method used to serialize an object:

public final ~~write~~ void writeObject(Object x) throws IOException

The method used to deserialise an object

public final Object readObject(object x) throws IOException, ClassNotFoundException.

Conclusion :

Hence, I create, debugged and executed java programs based on object serialization.