Java Programming for Beginners

Lab Exercise 9

1) Java's ability to serialize object data is very powerful. Create two custom Java classes which contain a few primitive values and custom *toString()* methods. Make them both serializable.

2) Utilizing these two classes, write a Java program that randomly serializes an object of one class or the other and writes it out to a file.

3) Finally, read the serialized object back in from the file and call its *toString()* method. What happens? Does Java know what kind of object it has retrieved from the file? How could you find out?

(Hint: utilize the **instanceof** keyword.)