**Phone binary serialization specification**

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**Last modified by**: Alexei Rebrov

**Revision list**:

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author | Description |
| 1.0 | 29.04.12 | Alexei Rebrov | Added BinaryReader/BinaryWriter using |

**Summary**: This specification provides rules for binary serialization of Phone mock object to stream.

**Read method definition:**

void Read(System.IO.Stream inStream)

Reads Phone mock fields content from stream.

**Write method definition:**

void Write(System.IO.Stream outStream)

Writes Phone mock fields content to stream.

**Serialized Phone structure** (each cell is 4 bytes)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  | … |  |

PhoneValue value

PersonID value

LName value

ID value

PersonID nullable flag

PhoneValue length

**Serialization contest definition**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Order | Field name | Type | Absolute size (bytes) | Signed | IsNull | Encoding | Fixed size |
| 1 | ID | Int | 4 | + | - |  | + |
| 2 | PersonID | int | 4 | + | + |  | + |
| 3 | PhoneValue | string | 60 | - | - | Unicode | 30 chars |

If string is empty, then on its length place writes -1

If int value equals 0, then it’s nullable flag is -1