**Lab 5 Exercises**

**EXERCISES (40 Points Total)**

**Exercise 1:** Finish modifying Event to be a subtype of Serializable, and finish implementation of Calendar so that events, as well as groups of events, can be serialized, and deserialized into objects.

**Exercise 2:** Make CartoonCharacter a subtype of Serializable and make sure that all the instance variables in CartoonCharacter are themselves Serializable. In this example, a separate class called CartoonCharacterSerializer has been created with static methods which should allow you to both serialize and deserialize CartoonCharacter objects. Its architecture is very similar to the main method of the Event/Calendar example, but the machinery is now packaged inside a class so that main method can be written even more simply. Not only that, we can serialize and deserialize from ANYWHERE in our program simply by invoking these methods – no more code duplication! Finish the implementation of Cartoon Character Serializer, using the comments to guide you.

**Submission:** Place your .java files (only .java files!) into a directory called streamsandfiles\_submission and compress it to a .zip file. Submit the .zip file to Autolab.

You have unlimited attempts on Autolab until the deadline and you will get instant feedback once you submit .zip file.