```
Serializer
# objectId
# messageCode
# objectType
# serialized
 + Serializer()
 + Serializer()
 + Serializer()
 + ~Serializer()
 + getSerialized()
 + getObjectId()
 + getMessageCode()
 + getMessageLength()
 + getObjectType()
 + setDispatchAll()
+ setDispatchClient()
 + getDispatchAll()
 + getDispatchClientID()
# serialize()
  LifeChangeSerializer
+ LifeChangeSerializer()
+ ~LifeChangeSerializer()
```

+ serialize()