```
std::basic string<
         char >
       std::string
             #serialized
       Serializer
# objectId
# messageCode
# objectType
+ Serializer()
+ Serializer()
+ Serializer()
+ ~Serializer()
+ getSerialized()
+ getObjectId()
+ getMessageCode()
+ getMessageLength()
+ getObjectType()
+ setDispatchAll()
```

+ setDispatchClient()+ getDispatchClientID()

serialize()