

dev-A



Windows OS  
+  
JVM(oracle-64bit)

```
Dog d = new Dog();  
d1.i = 100;  
d1.j = 200;  
//save d1 object  
Serialization
```

class Dog{

```
public static final long serialVersionUID = 1L;
```

```
int i =10;
```

```
int j =20;
```

```
}
```



dev-B



Mac os  
+  
JVM(openjdk-32bit)

DeSerialization

.ser

serialVersionUID  
= 1L

i = 100

j = 200

state of Object



class Dog{

```
public static final long serialVersionUID = 1L;
```

```
int i =10;
```

```
int j =20;
```

```
}
```

