This week’s topics are:

* Serialization: binary versus XML
* Polymorphism in constructors
* When is enforcing encapsulation a necessity

According to Wagner et al. 20181, the process of serialization consists in saving an object’s attributes to a file on a local drive or network. This process of saving an object’s attribute can be done in binary or XML format. The eXtended Markup Language (XML) is a superset of HTML, and has the advantage of being human-readable. Binary files are usually more concise than their XML counterparts, but unlike XML files, are not readable by programmers or Q&A engineers.

The second topic, Polymorphism in Constructors involves understanding what constructors are, along with polymorphism. Constructors are special methods which are used to initialize objects of a class. Sometimes a programmer will want to in

References

Wagner, B., Wenzel, M., B., B., Latham, L. (2018, August). Serialization (C#). Retrieved from https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/concepts/serialization/