

Reviewed three techniques to deep-copy lists of objects.

- 1 - Copy Constructor / Factory Method
- 2 - Byte stream / serialization
- 3 - clone()

The included sources are examples of techniques #1 and #2.

I did not attempt to try #3.

The various package names should indicate which technique was being used.

There is an extra package that uses copy-constructor technique but without the factory method.

There is a DeepCopyTest.java embedded within each of the different techniques.

One observation:

The byte stream technique takes way longer than the other technique.

Here are my results on my personal laptop, for 100000 objects

```
// byte stream technique
```

```
START SETUP (loading orig list)
STOP  SETUP (loading orig list)
secs=4, millis=4900, nanos=4900000000
```

```
START TEST (copy orig list)
STOP  TEST (copy orig list)
secs=68, millis=68461, nanos=68461000000
```

```
// copy constructor / factory method technique
```

```
START SETUP (loading orig list)
STOP  SETUP (loading orig list)
secs=4, millis=4885, nanos=4885000000
```

```
START TEST (copy orig list)
STOP  TEST (copy orig list)
secs=4, millis=4500, nanos=4500000000
```