Pickle and save ANY object to file (list, dict, class, function… literaly any object)

[import]

Import pickle

[save]

pickle.dump(<object>, <file\_object>, [<save\_protocol>])

* <object>: the object you want to save
* <file\_object>: the file object you want to save to. It is the object return by calling ‘open(<filename>, ‘wb’)’, instead of the string of file name.
* <save\_protocol>: the saving protocol. There are two type of protocol, pickle.HIGHEST\_PROTOCOL and pickle.DEFAULT\_PROTOCOL.

[load]

<object> = pickle.load(<file\_object>)

* <object>: the variable for your loaded object
* <file\_object>: the file object you want to load. It is the object return by calling ‘open(<filename>, ‘rb’)’, instead of the string of file name.

[example]

>> a = [1,2,3]

>> file\_w = open(‘data.pkl’, ‘wb’) # the pickle file extension is .pkl

# the file format should be byte

>> pickle.dump(a, file\_w)

>> file\_w.close()

>> file\_r = open(‘data.pkl’, ‘rb’) # the file format should be byte

>> b = pickle.load(file\_r)

>> print(b) >>> [1,2,3]