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Serialization Explained

1. According to Geeks for Geeks, serialization is the concept of “a mechanism of converting an object into byte stream”. In reverse this process would be called Deserialization and would mean that it would recreate the object in memory from the byte stream (GeeksForGeeks). The storage of these objects will allow developers to store states of objects in a separate environment that can be enabled recreated for a future program. An example of serialization would be the case of sending an object through a remote application(nelson.youramys). In this scenario, the data objects for which the developer has created would have to be sent over the network or to be placed in data files(nelson.youramys). Advantages of serialization are that they are very much easier to understand and are able to persist to save the object’s state (Simplilearn). The main disadvantage of serialization is that this wouldn’t be convenient and efficient for objects that are very much large in size.

References

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