

ObjectInputStream and ObjectOutputStream classes are used for Serialization

converting object into stream of bytes is serialization

converting stream of bytes into object is deserialization

Whichever class object you want to serialize the class should implements Serializable or Externalizable interface

If any field of the class you don't want to serialize in the file then use transient keyword.

Serializable is marker interface. It means that it doesnot contain any method. It just marks the class for Serilization purpose

To serialize child classes add implements serializable to the topmost parent class

When you use readObject function for reading the file, when the control reaches to end of file it throws exception EOFException. Use it to identify EOF.

When you want to write or read data in primitive data type form then use DataInputStream and DataOutputStream

To increase speed of execution use BuuferedInputStream or BufferedOutputStream