

21/08/24

1) Serialized Deserialized

```
import java.io.*;
```

```
public class Student implements java.io.Serializable {
```

```
    public String stu_Name;
```

```
    public String stu_Addr;
```

```
    public int stu_Id;
```

```
    public static void main(String[] args) {
```

```
        // Create a Student object.
```

```
        Student std = new Student();
```

```
        std.stu_Name = "jessy";
```

```
        std.stu_Addr = "ABC,XYZ";
```

```
        std.stu_Id = 2;
```

```
        // To hold the deserialized byte-stream
```

```
        Student deserializedStudent;
```

```
        try {
```

```
            // Serializing the student object - std
```

```
            FileOutputStream fileOut = new
```

```
FileOutputStream("C:\\JavaProgramming\\gameData\\Settings.txt");
```

```
            ObjectOutputStream out;
```

```
            out = new ObjectOutputStream(fileOut);
```

```
            out.writeObject(std);
```

```
out.close();

fileOut.close();

// Serialization complete

System.out.printf("Object serialized");


// Deserialization process

FileInputStream fileIn = new FileInputStream("C:\\JavaProgramming\\gameData\\Settings.txt");

ObjectInputStream in = new ObjectInputStream(fileIn);


//Deserialization

deserializedStudent = (Student) in.readObject();

in.close();

fileIn.close();


// Printing the deserialized object.

System.out.println("Deserialized Student...");

System.out.println("Name: " + deserializedStudent.stu_Name);

System.out.println("Address: " + deserializedStudent.stu_Addr);

} catch (IOException i) {

    i.printStackTrace();

} catch (Exception e) {

    System.out.println("Class not found");

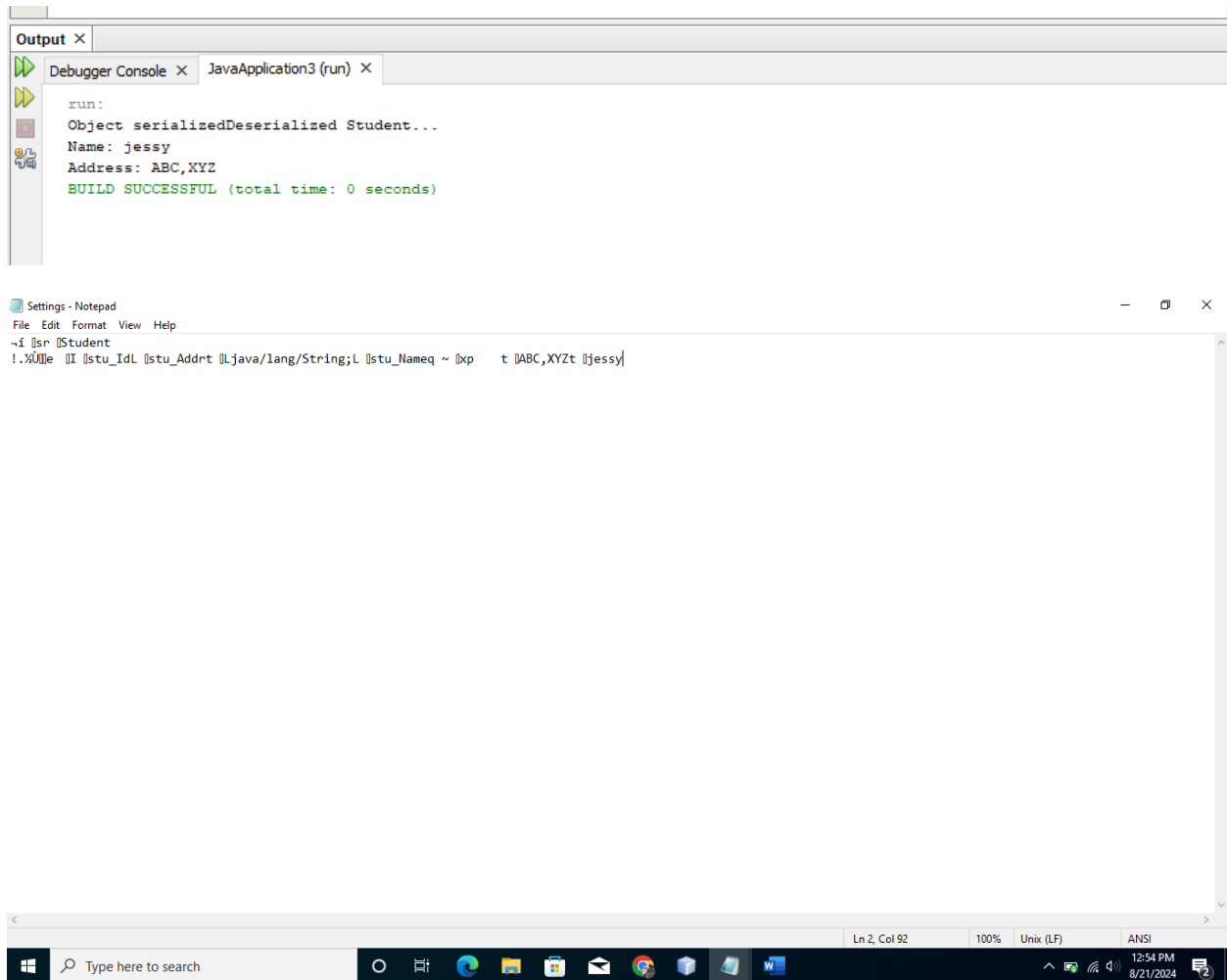
    e.printStackTrace();

    return;

}
```

```
}
```

```
}
```



2)

```
package javaapplication14;
```

```
import java.io.*;
```

```
class Student implements java.io.Serializable {
```

```
    public String stu_Name;
```

```
public String stu_Addr;  
  
public int stu_Id;  
  
}
```

```
public class JavaApplication14 {
```

```
    public static void main(String[] args) {
```

```
        Student std = new Student();
```

```
        std.stu_Name = "jessy";
```

```
        std.stu_Addr = "ABC,riya";
```

```
        std.stu_Id = 192311055;
```

```
        Student deserializedStudent;
```

```
        try {
```

```
            FileOutputStream fileOut = new  
FileOutputStream("C:/JavaProgramming/gameData/Highscores.txt");
```

```
            ObjectOutputStream out = new ObjectOutputStream(fileOut);
```

```
            out.writeObject(std);
```

```
            out.close();
```

```
            fileOut.close();
```

```
            System.out.printf("Object serialized\n");
```

```
            FileInputStream fileIn = new FileInputStream("C:/JavaProgramming/gameData/Highscores.txt");
```

```
            ObjectInputStream in = new ObjectInputStream(fileIn);
```

```
            deserializedStudent = (Student) in.readObject();
```

```
            in.close();
```

```
fileIn.close();

System.out.println("Deserialized Student...");

System.out.println("Name: " + deserializedStudent.stu_Name);

System.out.println("Address: " + deserializedStudent.stu_Addr);

System.out.println("ID: " + deserializedStudent.stu_Id);

try (BufferedWriter bufferedWriter = new BufferedWriter(new
FileWriter("C:/JavaProgramming/gameData/StudentInfo.txt"))) {

    bufferedWriter.write("Name: " + deserializedStudent.stu_Name + "\n");

    bufferedWriter.write("Address: " + deserializedStudent.stu_Addr + "\n");

    bufferedWriter.write("ID: " + deserializedStudent.stu_Id + "\n");

}

System.out.println("Buffered writing to StudentInfo.txt completed.");

} catch (IOException i) {

    i.printStackTrace();

} catch (ClassNotFoundException c) {

    System.out.println("Class not found");

    c.printStackTrace();

}

}

}
```

