**Serialization** – save this object and all of its instance variables.

Serializable is a marker interface; it has no methods to implement.

When you serialize an object, Java serialization takes care of saving that object's entire "**object graph**" That means a deep copy of everything the saved object needs to be restored.

Runtime exception – java.io.NotSerializableException

Instance variable marked with transient, then serialization will simply skip the variable

**How Inheritance Affects Serialization**

If you are a serializable class, but your superclass is NOT serializable, then any instance variables you INHERIT from that superclass will be reset to the values they

were given during the original construction of the object. This is because the nonserializable class constructor WILL run!

The Serial Version ID is used when serializing and deserializing an object.