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MSA, PSMC, PSMF, PSMF, PSMF, C#, ITIL, MCP, MCSD



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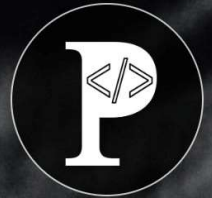


Programming - Level 2

Serialization & Deserialization

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What is Serialization?

- Serialization in C# refers to the process of converting an object or a data structure into a format that can be easily stored, transmitted, or reconstructed.

Purpose of Serialization?

- The primary purpose of serialization is to persistently store the state of an object or to send it over a network.

What is Deserialization?

- The reverse process, which involves reconstructing the object from its serialized form, is called deserialization.

Serialization Formats in C#:

- **Binary Serialization:** This format is efficient but not human-readable.
- It's suitable for saving object state within the same platform.
- **Library to use:**
`System.Runtime.Serialization.Formatters.Binary`

Serialization Formats in C#:

- **XML Serialization:** Objects are serialized into XML format, which is both human-readable and platform-independent.
- XML serialization is commonly used when interoperability with other systems is required.
- **Library to use:**
`System.Xml.Serialization`

Serialization Formats in C#:

- **JSON Serialization:** Similar to XML, JSON is a human-readable and lightweight data interchange format.
- It is commonly used for web APIs and AJAX requests.
- **Library to use:**
`System.Runtime.Serialization.Json`

When to use Serialization?

- Data Persistence
- Communication Between Applications
- Cross-Language Communication
- Web Development
- Many other places.



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Thank You

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