

Practical session 4

This work should be completed before the next lecture.

Task 1: Team and Player using binary streams

Copy your NetBeans project from Task 2, 3 or 4 of Week 3.

Instead of reading and writing JSON strings to file using text streams, modify the application so that it reads and writes objects to file using binary streams.

Portfolio requirements:

- The NetBeans project for this completed task
- The binary data file created by the program

Task 2: Catch up

Use the rest of your time this week to catch up on any tasks that you have not yet completed from all previous weeks.