Q1 Input interface is used to read & write the data from a source.

Q2 write() - write the specified byte
close() - close the output stream
flush() - it is used to flush the data

Q3 It is used to distribute the file data into bytes. In Java serialization is possible with Serialization Class

Q4 It is a marker interface with no methods it is used to convert the data file into bytes.

Q5 Deserialization It is a process of converting the B distributed file data bytes data into single unit file. Means converting the data bytes into objects

Q6 By using Serializable interface we can achieve the Serialization and converts the source code into byte code.

By using deserialization we can
achieve it is achieve by reading
a streams of bytes and using them
to recreate the original object instance.

variable as static as transient will no longer
part of serialization.

file, Random Access file, fileInputstream
file Reader, fileoutput stream, fileWriter.

Serializable	Externalizable
It is a marker interface	It hasn't marker interface
It provides less control	Externalizable provides control
constructor is not called during deserialization	constructor is called during deserialization
we can customize default Serialization	Externalizable process is completely customized