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Section: 'E'



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# Serializable

Serializable is a **marker interface** in Java (it has no methods) that allows objects of a class to be converted into a **byte stream** (serialization) and later reconstructed back into objects (deserialization).

### **Key Points:**

- 1. Purpose:
  - Enables saving objects to files (persistence).
  - Allows sending objects over a network (e.g., RMI, sockets).
  - Used in caching and deep copying objects.
- 2. How It Works:
  - When you implement Serializable, Java's serialization mechanism handles the conversion of objects to bytes (and vice versa) automatically.

```
Overriding.java

☑ Inheritance_Class.java
                                 J Association.java
                                                                 Composition.java

ℳ Seri.java X
                                                 J Aggregation.java
10 import java.io.*;
3 public class Seri implements Serializable{
       int rno;
       String name;
70
       public static void main(String[] args) {
           Seri s1 = new Seri();
           s1.rno = 23;
           s1.name = "Shakeel is an intelligent boy";
           System.out.println(s1.rno + s1.name);
13
                    ObjectOutputStream oos = new ObjectOutputStream(new FileOutputStream("RemoteStub.txt"))
                ){
                 oos.writeObject(s1); // Write the object to file
                    System.out.println("Object serialized successfully!");
18
19
                } catch (IOException e) {
                    e.printStackTrace();
20
21
```

# Explanation

### 1. try

- Meaning: Starts a block of code where Java will watch for errors (exceptions).
- Why? If something goes wrong (e.g., file not found), Java jumps to the catch block.
- With ( ... ): This is try-with-resources—Java will auto-close anything inside ( ) when done.

### 2. ObjectOutputStream oos

- **ObjectOutputStream:** A Java class that converts objects into bytes (serialization).
- oos: A variable name (short for "Object Output Stream"). You could name it anything, like outputStream.

# Explanation

### 5. new FileOutputStream("person.ser")

- new: Creates a new FileOutputStream object.
- **FileOutputStream:** A class that writes raw bytes to a file (here, person.ser).
- "person.ser": The filename where the serialized object will be saved (.ser is a common extension for serialized files).

### 6.))

Closes the nested parentheses for FileOutputStream and ObjectOutputStream.

### 7. {

Starts the try block where you write code to serialize objects (e.g., oos.writeObject(myObject);).

## **Deserialization**

**Descriping of Serialization** is the reverse process of **serialization**. It converts a **byte stream** (from a file, network, etc.) back into a **Java object** in memory

- **Descrialization** reconstructs an object from its serialized (binary) form.
- It restores the object's state (fields, data) exactly as it was when serialized.

#### 2. How It Works

- Uses ObjectInputStream to read bytes from a file/network.
- Reconstructs the object using metadata stored during serialization.

Writable

17:62:451

# **Explanation Of Deserializable**

### **Key Improvements:**

- 1. **Added Serializable**: Your class correctly implements Serializable.
- 2. **Completed Serialization**:
  - Used oos.writeObject(s1) to save the object.
- Added Deserialization:
  - Reads the object back using ObjectInputStream.
- 4. Error Handling:
  - Added proper exception handling for both operations.
- 5. Clear Output:
  - Added descriptive print statements to track the process.

#### **How It Works:**

- 1. **Serialization** converts s1 into bytes and saves to "RemoteStub.txt".
- 2. **Deserialization** reconstructs the object from the file.
- 3. The try-with-resources blocks automatically close the streams.

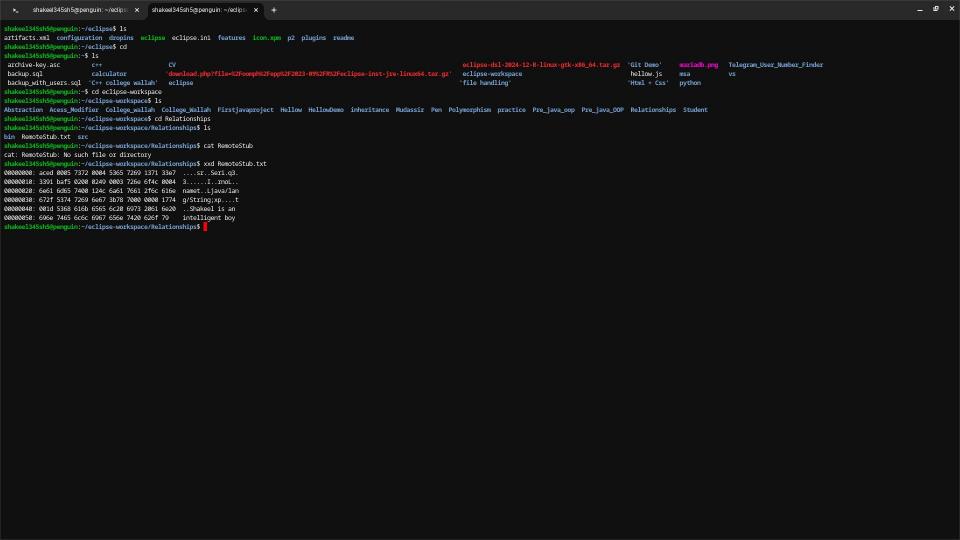
# Output

```
☑ Inheritance_Class.java

                                  Association.java
                                                  Aggregation.java
                                                                  D Composition java
                                                                                   J Seri ■ Console X
Overriding.java
                                                                                        <terminated> Seri [Java Application] /home/shakeel345sh5/eclipse/plugins/org.eclipse.justj.openjdk.h
10 import java.io.*;
                                                                                        23Shakeel is an intelligent boy
3 public class Seri implements Serializable{
                                                                                        Object serialized successfully!
                                                                                        After Deserialization: 23 Shakeel is an intelligent boy
70
       public static void main(String[] args) {
            Seri s1 = new Seri();
            s1.rno = 23;
            s1.name = "Shakeel is an intelligent boy";
11
            System.out.println(s1.rno + s1.name);
13
           try (
                    ObjectOutputStream oos = new ObjectOutputStream(new FileOutputStream("RemoteStub.txt"))
                ){
                 oos.writeObject(s1); // Write the object to file
                     System.out.println("Object serialized successfully!");
                } catch (IOException e) {
                    e.printStackTrace();
```

## File Location

Using Linux we can find the file in which our java object is present.



# Explanation

- 1. **Default Location**: Project folder in eclipse-workspace.
- 2. **Find It**: Use 1s or Eclipse's refresh.
- 3. **Debug**: Check exceptions, use absolute paths, and verify case sensitivity.

### **View Raw Binary Data (Hex/Text Mix)**

Use the xxd (hex dump) or od (octal dump) command to inspect the binary content:

#### Deserialize & Read It Back in Java

The best way to "open" the file is to **deserialize it** using Java (since it's not human-readable). Run this code in the same directory: