Serialization

Serialization is a process through which one can take the current state of an object and format it in such a way that it can be saved to numerous locations for later reading and recreation. Serializing can be utilized on various data types and utilizes brackets, parentheses, and other characters as delimiters. This allows for complex data structures like objects, arrays and dictionaries to be represented in a plain text format. When a program needs to recreate the data it deserializes it back into its intended programming data format. This process is useful when storing data to databases, memory, files and more. This process, while useful, has its limitations. Memory requirements increase as the size of the serialized object increases. It is also not intended for use when needing to both read and write at the same time. Serialization therefore has its place in saving and recreating data but within limits.

References

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