**Lesson 5**

**Plan of the lesson**

* Serialize or deserialize an object or an object graph by using runtime serialization techniques. (Refer *System.Runtime.Serialization* namespace.)
  + Serialization interfaces.
  + Serialization attributes.
  + *SerializationEntry* structure and *SerializationInfo* class.
  + *ObjectManager* class.
  + *Formatter* class, *FormatterConverter* class, and *FormatterServices* class.
  + *StreamingContext* structure.
* Control the serialization of an object into XML format by using the *System.Xml Serialization* namespace.
  + Serialize and deserialize objects into XML format by using the *XmlSerializer* class.
  + Control serialization by using serialization attributes.
  + Implement XML Serialization interfaces to provide custom formatting for XML serialization.
  + Delegates and event handlers are provided by the *System.Xml.Serialization* namespace.
* Implement custom serialization formatting by using the Serialization Formatter classes.

*SoapFormatter* class. (Refer *System.Runtime.Serialization.Formatters.Soap* namespace.)

* + [*BinaryFormatter*](http://microsofteref.books24x7.com/viewer.asp?bkid=14336&destid=2352#2352) class (Refer *System.Runtime.Serialization.Formatters.Binary* namespace.)