# Description:

This lab was about implementing serialization and network programming together on client and server side.

i have tried to send the information of the client (name and notes). Took input from user in string and sent them

to server side by storing them to object of the class i made which contains the variables for storing name and the

notes of the client. I used the ObjectInputStream and ObjectOutputStream to send and recieve on client and server

side respectively so that objects can be sent. i could not implement the server side which saves information to file

and client can access it any time client wants.

How to Run:

First you have to run the server side then run the client side. Client side will ask you for the name and notes

respectively. The information will be recieved on server side succesfully and Server will respond with Successfull Recieved.

https://github.com/umadulhassan/Serialization