

using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Xml.Serialization;

namespace SerializableJust

{

static class MyClass

{

public static void ShowInfo<T>(this Program.MyClass<T> myClass)

{

Console.WriteLine("number {0}, name - {1}, baseInt {2}", myClass.number, myClass.name, myClass.baseInt);

}

}

public class Program

{

public class Base

{

public int baseInt;

}

[XmlRoot("Root")]

[XmlInclude(typeof(Base))]

public class MyClass<T>:Base

{

[XmlAttribute("NUMBER")]

public T number;

[XmlElement("name")]

public string name;

}

static void Main(string[] args)

{

Base bs = new MyClass<int>();

Console.WriteLine(bs.GetType());

bs.baseInt = 10;

((MyClass<int>) bs).name = "Vitek";

((MyClass<int>) bs).ShowInfo();

MyClass<int> mc = new MyClass<int>() {number = 5, name = "Vitek",baseInt = 1985};

XmlSerializer(typeof (Program.MyClass<int>),bs);

Console.ReadKey();

}

private static void XmlSerializer(Type type,Base bs)

{

XmlSerializer serializer = new XmlSerializer(type);

FileStream fs = new FileStream("testSerialazer.xml", FileMode.OpenOrCreate);

serializer.Serialize(fs, bs);

Base myClass;

fs.Position = 0;

myClass = serializer.Deserialize(fs) as Base;

//myClass.ShowInfo();

fs.Close();

}

}

}