Serialization:

Serializable is used to get the write the object in to the flat files.

1. Class implements the serializable interface
2. Serializable interface is a markup interface.

It doesn’t contain any methods

1. FileInputStream fis=new FileInputStream(filepath);

ObjectInputStream ois=new ObjectInputStream(fis);

Ois.readObject();

Ois.close();

Fis.close();

1. FileOutputStream fos=new FileOutputStream(filepath);

ObjectOutputStram oos=new FileOutputStream(fos);

Oos.writeObject(obj);

Oos.close();

Fos.close();

Transient:

If some variable in the class we don’t want it to serializable then use transient

Volatile:

If any variable want to thread safe then use volatile keyword because synchronized used only on methods and blocks.

Generics:

Used to create the generalized data type of variable and help to store the data in it.

Java.Util.\*:

**Collections(I)**

**List(I) | Set(I)**

|------------|-------------------| | |----------------------|-----------------------|

ArrayList© Vector© LinkedList© | HashSet© LinkedHashSet© SortedSet(I)

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TreeSet©

Map(I):

1. HashMap©
2. HashTable©
3. LinkedHashMap©
4. SortedMap(I)
5. TreeMap©

Assignment:

1. Try to serialize and deserializable on multiple objects.
2. Remove 4th element in the array list
3. Add one arraylist of type float into another array list of type float.
4. Add objects of type WebSite into array list
5. ArrayList al=new ArrayList();

Al.add(“shiva”);

Al.add(“ab”);

Al.add(234);

Al.add(12.45);

Al.add(“xy”);

Program to eliminates duplicates.

1. Program to identify the duplicates
2. Program to sort the array list
3. Program to identify a particular object is available in the array list or not
4. Program to remove all elements in a single statement.