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Serialization

Serialization is the process of converting an object into a sequence of bytes so that it can be written into a file and transported into a database. In order for it to be used, the class needs to implement the java.io.Serializable interface. Java classes are marked with Serializable to obtain certain capabilities. It is mainly used to travel object’s state on the network. However it has other purposes, such as: communicating between two machines, storing the state of a particular operation in a database, creating an exact replica of an object, etc.