

File I/O: Serialization

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CMPT166

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([link: Sun Tech Guide on Serialization](#))

java.io classes

- Byte-based streams:
 - FileInputStream, FileOutputStream
- Character-based streams:
 - FileReader, FileWriter
- Object-based streams:
 - ObjectInputStream, ObjectOutputStream
- Standard streams:
 - System.in, System.out, System.err
- Object holding **pathname** information:
 - File

Serializable objects

- **Serialization** is converting an object to a representation that can be written to a **stream**
- The **Serializable** interface is a **tag**:
 - Interface with **no methods**
 - Used to **identify** what objects are serializable
- **Primitive** types are serializable
- **Arrays** of serializable objects are serializable
- A **class** can be tagged as serializable if all its **instance variables** are serializable
 - ◆ Non-serializable vars can be declared **transient** (skipped during serialization)

Object-based I/O

- Use `FileInputStream` / `FileOutputStream` to **open** a file for binary I/O
 - ◆ `fos = new FileOutputStream("output.db");`
- Wrap the stream in an `ObjectInputStream` / `ObjectOutputStream` to use object **serialization**
 - ◆ `oos = new ObjectOutputStream(fos);`
- Use `readObject/writeObject` to do the I/O:
 - ◆ `oos.writeObject(myobj);`
 - `readObject()` returns a generic **Object**:
 - ◆ **Cast** it back to the original type
 - ◆ `myobj = (MyObj) ios.readObject();`

Customizing serialization

- **Serializable** objects: just tag as **Serializable**
 - all the **work** for how to **read/write** is done for you
- Methods **writeObject()** / **readObject()**
 - Specify exactly what **format** to use in writing out
 - Can call **defaultWriteObject()** to do the **default** functionality
 - Or use your **own writeInt()**, etc. to write out **non-serializable** fields

- See `CustomDataExample.java`

Random-access files

- Sequential files are hard to **modify in-place**
 - Must erase and rewrite **entire** file
- **Random-access** files:
 - ◆ `file = new RandomAccessFile("user.db", "rw");`
- Can be used in place of `FileInputStream / FileOutputStream`, e.g., to do **object-based** I/O
- File **position** pointer:
 - ◆ `file.seek(num_bytes);`
 - Seek to position relative to **start**