

22 Lecture - CS506

Important Subjective

Certainly, here are 10 short subjective questions related to Serialization along with their answers:

****Question 1: What is Serialization?***

****Answer:**** Serialization is the process of converting complex data structures or objects into a format that can be easily stored, transmitted, or reconstructed later, while preserving their state and structure.

****Question 2: Why is Serialization important in programming?***

****Answer:**** Serialization enables data to be saved in a structured format that can be shared across different systems and platforms, ensuring data consistency and interchangeability.

****Question 3: What is Deserialization?***

****Answer:**** Deserialization is the reverse process of serialization, where the serialized data is converted back into its original object or data structure form.

****Question 4: What are the common use cases for Serialization?***

****Answer:**** Common use cases include saving and loading game states, sending data across a network, storing data in files or databases, and sharing data between different components or applications.

****Question 5: How does Serialization improve data interchangeability?***

****Answer:**** Serialization allows data to be converted into a standardized format that can be understood by different programming languages and platforms, facilitating seamless communication.

****Question 6: What is the difference between JSON and XML Serialization?***

****Answer:**** JSON (JavaScript Object Notation) and XML (eXtensible Markup Language) are two common formats for serialization. JSON is more concise and easier for machines to parse, while XML provides more structure and metadata.

****Question 7: How can you handle versioning and backward compatibility in Serialization?***

****Answer:** Versioning and backward compatibility can be managed by using techniques like adding default values to new fields, using external metadata, or implementing custom serialization methods.**

****Question 8: What is the purpose of the "transient" keyword in Serialization?***

****Answer:** The "transient" keyword is used to indicate that a class member should not be serialized. It is often used for sensitive data or data that can be reconstructed.**

****Question 9: Explain the role of a serialVersionUID in Serialization.***

****Answer:** The serialVersionUID is a unique identifier assigned to a serializable class. It helps ensure that the deserialization process is successful, even if changes have been made to the class.**

****Question 10: What precautions should be taken when serializing and deserializing objects?***

****Answer:** Ensure that the serialized data is secure, as it can be intercepted. Handle potential exceptions during deserialization, and be cautious about version compatibility to avoid data corruption.**