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Kryo is a simple, lightweight, high performance, open-source framework that makes object serialization simple. Kryo provides a number of features that make it more attractive than other Java object serialization libraries: Simple No schema or annotations No XML No JAXB No BeanSerializer Fast and simple Efficient Minimal learning curve High performance Stable With over 8 years of active development in a JVM-based environment, Kryo has evolved into a tool that is useful for a variety of use cases. Implementing A Serializer As stated previously, Kryo does not dictate a specific schema or type of data. This means that you can implement your own deserializer and serializer whenever necessary. The following example shows how a fairly typical configuration of a basic Kryo serializer could be written: Test Class The Java source code is quite simple. It is the @JsonClass annotation that is responsible for creating the proper class and the @JsonObject and @JsonArray annotations that are used to provide and receive the properties and elements of the serialized object. About Kryo Kryo is an open-source serialization framework for Java, which can prove useful whenever objects need to be persisted, whether to a file, database or over a network. Additionally, it can perform automatic deep and shallow copying and cloning. From the ground up, Kryo was designed to serve as a user-friendly, fast and efficient API. When it comes to versioning, the library increases the major version if serialization compatibility is broken, and the minor version if binary or source compatibility of the public API is broken. For developers who are just getting started, you can find installation instructions on the project's GitHub page, whether you are planning to use Kryo with or without Maven. A code sample is available to show you how the library is used in various projects. As a serialization framework, Kryo does not enforce a schema or manage the type of data that is being read or written. These aspects are left to the serializers themselves, which can be replaced if they are not suitable for your particular needs. For more in-depth information, you should definitely consult the detailed user guide, as explanations are provided for every aspect of the library's functionality, along with examples that will prove helpful. K

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Kryo is an open-source serialization framework for Java. It is built on top of the popular Apache Commons Collections API, which is already widely used in many other libraries and frameworks. Key features include: Easy to use, highly performant, non-blocking read/write API Lightweight API, no dependencies Fast speed, using adaptive pooling (only where necessary) Compatibility: from Java 5.0 through 8.0 Ability to cope with binary and source code serialization at the same time Deep copy of all member fields: standard and non-standard (for serialized fields) Shallow copy of all member fields: standard and non-standard (for serialized fields) Automatic deep and shallow copying and cloning Copies all serializable fields: standard and non-standard Deserialize generic types (Android serializable object) Java abstract classes Non-standard (binary) serialization support for Scala (Java 8+) Java 8+ stream-based binary serialization Support for serializing Objects and Arrays When serializing Strings, Kryo uses a custom Encoder that will work even if the string contains null bytes. This is required to be able to deal with jvm-specific character encodings, and also allows you to use String.getBytes() to convert a String into a byte[]. For a detailed explanation, you can read the Kryo FAQ on the project's wiki. Optimized for fast and high performance serialization An adaptive pool with size control mechanism: cache reads and writes to avoid unnecessary allocations Minimal, lightweight class files, only required by the API and optimized for performance Uses only publicly available classes (includes serializable classes, plus custom implementations of java.io.*) Can easily replace existing serializers Kryo is easy to use and includes a detailed API documentation with examples. We know that, when creating your project, you will be reading and writing data many times, and we have designed the API to be easy to use. Kryo's API was built to have an easy to use, powerful and efficient API. For data with a schema, there is KryoSchema, which will allow you to use the API with a given schema. KryoSchema is an extension for Kryo that, when used, will allow you to define a schema by using annotations on classes. Kryo also includes a Mapper

What's New In?

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System Requirements For Kryo:

*Microsoft® Windows® XP, Vista®, 7 or 8 with recommended version of DirectX 9.0c; *2 GB RAM; *6.2 GB available hard drive space *Nvidia® GeForce® 6600 GPU required for hardware accelerated gameplay and menu features *The Benchmark Game To Date only works on the following Windows® Operating Systems: Windows® 7 Windows® Vista Windows® XP How To Install: All pre-requisites can be downloaded here:

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