

Marshalling

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Marshalling or **Marshaling** is the process of transforming the memory representation of an object to a data format suitable for storage or transmission,[citation needed] and it is typically used when data must be moved between different parts of a computer program or from one program to another. **Marshalling** is similar to serialization and is used to communicate to remote objects with an object, in this case a serialized object. It simplifies complex communication, using composite objects in order to communicate instead of primitives. The inverse of Marshalling is called unmarshalling (or demarshalling, similar to deserialization).

Source: [Marshalling](#)

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Last update: 2020/06/29 19:39

