

Identifiers: Persistent Cloud Objects

A **persistent object** is an object that retains its state even after the program that created it has terminated, typically by storing its state in a file or database for later retrieval. This allows the object to be reloaded and used again in future program executions.

A persist cloud object is a persistent object that **lives** in one or more cloud systems.

lives: resides as in stored in storage devices, serialized and de-serialized, including all the code with

Usage

- Reusability: Persistent objects can be reloaded and used across different sessions of a program.
- Serialization: The process of converting an object's state into a format suitable for storage (e.g., converting to bytes).

Common Practices

- Serialization: Converting an object to a byte stream for storage.
- Deserialization: Restoring an object from a byte stream.

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