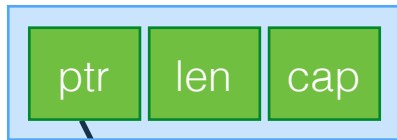
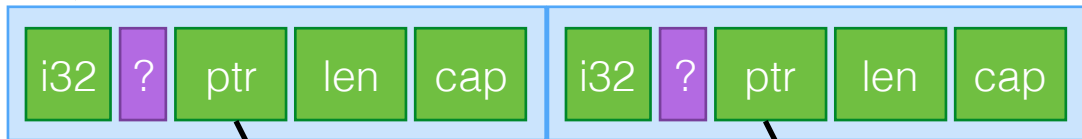



```
// serializes referenced typed data into bytes.  
fn encode<T: Abomination>(typed: &T, bytes: &mut Vec<u8>);  
  
// presents a typed view of serialized data.  
fn decode<T: Abomination>(bytes: &mut [u8]) -> &T;
```

typed:



: $\text{Vec}(\text{i32}, \text{String})$



bytes:





What could this reference other than bytes?

```
// serializes referenced typed data into bytes.
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// presents a typed view of serialized data.
fn decode<T: Abomonation>(bytes: &mut [u8]) -> &T;
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bytes:



```
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bytes:

