```
* Definition for a binary tree node.
* public class TreeNode {
    int val:
    TreeNode left;
    TreeNode right;
    TreeNode(int x) { val = x; }
public class Codec {
  // Encodes a tree to a single string.
  public String serialize(TreeNode root) {
     if(root == null) return "N";
     StringBuilder sb = new StringBuilder();
     Queue<TreeNode> q = new LinkedList<>();
     q.offer(root);
     while (!q.isEmpty()) {
       TreeNode node = q.poll();
       if (node == null) {
          sb.append("N,");
       } else {
          sb.append(node.val + ",");
          a.offer(node.left):
          q.offer(node.right);
       }
     sb.deleteCharAt(sb.length()-1);
     return sb.toString();
  }
  // Decodes your encoded data to tree.
  public TreeNode deserialize(String data) {
     String[] strs = data.split("\\,");
     if (strs.length == 1) return null;
     TreeNode root = new TreeNode(Integer.parseInt(strs[0]));
     Queue<TreeNode> q = new LinkedList<TreeNode>();
     q.offer(root);
     int i = 1;
     while (!q.isEmpty()) {
       TreeNode node = q.poll();
       int left = i++, right = i++;
       if (!strs[left].equals("N")) {
          TreeNode I = new TreeNode(Integer.parseInt(strs[left]));
          node.left = 1;
          q.offer(I);
       if (!strs[right].equals("N")) {
          TreeNode r = new TreeNode(Integer.parseInt(strs[right]));
          node.right = r;
          q.offer(r);
     return root;
```

```
}
// Your Codec object will be instantiated and called as such:
// Codec codec = new Codec();
 // codec.deserialize(codec.serialize(root));
// this works for both BT and BST
 * Definition for a binary tree node.
 * public class TreeNode {
     int val;
     TreeNode left;
     TreeNode right;
    TreeNode(int x) \{ val = x; \}
 public class Codec {
   int i = 0;
   // Encodes a tree to a single string.
   public String serialize(TreeNode root) {
      if(root == null){}
        return "#";
      return String.valueOf(root.val) + "," + serialize(root.left) + "," + serialize(root.right);
   // Decodes your encoded data to tree.
   public TreeNode deserialize(String data) {
      String[]strs = data.split(",");
      i = 0:
      return deserialize(strs);
   private TreeNode deserialize(String[]arr){
      if(arr[i].equals("#")){
        i++;
        return null;
      TreeNode root = new TreeNode(Integer.parseInt(arr[i++]));
      root.left = deserialize(arr);
      root.right = deserialize(arr);
      return root;
   }
 public class Codec {
   // Encodes a tree to a single string.
```

```
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     if(root == null) return "N":
     StringBuilder sb = new StringBuilder();
     Queue<TreeNode> q = new LinkedList<>();
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     while (!q.isEmpty()) {
        TreeNode node = q.poll();
        if (node == null) {
          sb.append("N,");
       } else {
          sb.append(node.val + ",");
          q.offer(node.left);
          q.offer(node.right);
       }
     sb.deleteCharAt(sb.length()-1);
     return sb.toString();
  }
  // Decodes your encoded data to tree.
  public TreeNode deserialize(String data) {
     String[] strs = data.split("\\,");
     if (strs.length == 1) return null;
     TreeNode root = new TreeNode(Integer.parseInt(strs[0]));
     Queue<TreeNode> q = new LinkedList<TreeNode>();
     q.offer(root);
     int i = 1;
     while (!q.isEmpty()) {
        TreeNode node = q.poll();
        int left = i++, right = i++;
        if (!strs[left].equals("N")) {
          TreeNode I = new TreeNode(Integer.parseInt(strs[left]));
          node.left = 1;
          q.offer(I);
        if (!strs[right].equals("N")) {
          TreeNode r = new TreeNode(Integer.parseInt(strs[right]));
          node.right = r;
          q.offer(r);
       }
     return root;
// Your Codec object will be instantiated and called as such:
// Codec codec = new Codec();
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