Serialized Array Notation

Pattern

```
array((string) typeName, (mixed) value);
```

Single / Simple

```
array((string) 'null', NULL);
array((string) 'bool', (bool) value);
array((string) 'int', (int) value);
array((string) 'float', (float) value);
array((string) 'string', (string) value);
```

Compound: Array

```
array((string) 'array', array(
    // zero or more of:
    array(
        array((string) typeName, (mixed) value), // key
        array((string) typeName, (mixed) value), // value
    )
));
```

Compound: Object

```
array((string) 'object', array(
    array((string) 'classname', (string) className),
    array((string) 'members', array(
        // zero or more of:
        array(
            array((string) 'member', (string) memberName),
            array((string) typeName, (mixed) value),
        )
    ))
));
```

Recursion

```
array((string) 'recursion', (int) index);
array((string) 'recursionref', (int) index);
```

Compound: Custom

```
array((string) 'custom', array(
    array((string) 'classname', (string) className),
    array((string) 'data', (string) customData),
))
);
```

Compound: Session/Variables

```
array((string) 'variables', array(
    // zero or more of:
    array(
        array((string) 'name', (string) variableName),
        array((string) typeName, (mixed) value),
    )
));
```