

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);
```