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297. Serialize and Deserialize Binary Tree

Hard

1051

51



Serialization is the process of converting a data structure or object into a sequence of bits so that it can be stored in a network connection link to be reconstructed later in the same or another computer environment.

Design an algorithm to serialize and deserialize a binary tree. There is no restriction on how your serialization/deserialization ensure that a binary tree can be serialized to a string and this string can be deserialized to the original tree structure.

Example:

You may serialize the following tree:



as "[1,2,3,null,null,4,5]"

Clarification: The above format is the same as how LeetCode serializes a binary tree. You do not necessarily need to come up with different approaches yourself.

Note: Do not use class member/global/static variables to store states. Your serialize and deserialize algorithms should

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