@LeetCode

Given the head of a graph, return a deep copy (clone) of the graph. Each node in the graph contains a `label` (`int`) and a list (`List[UndirectedGraphNode]`) of its `neighbors`. There is an edge between the given node and each of the nodes in its neighbors.

OJ's undirected graph serialization (so you can understand error output):

Nodes are labeled uniquely.

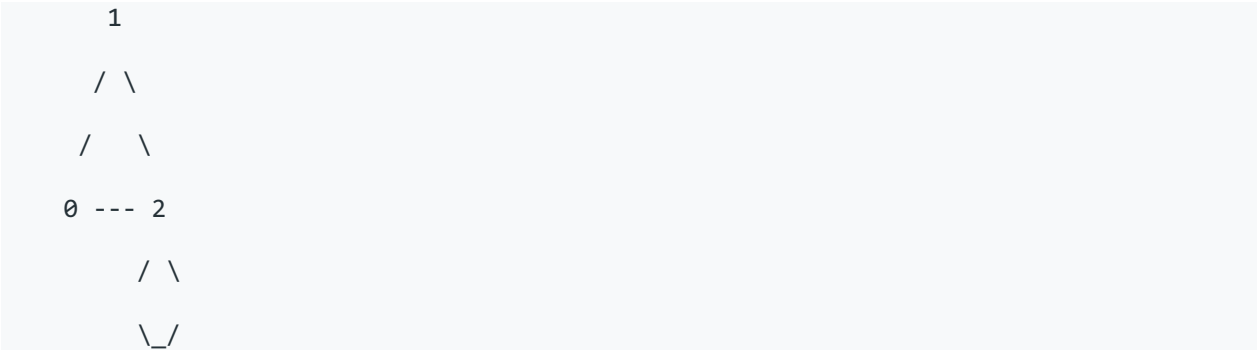
We use `#` as a separator for each node, and `,` as a separator for node label and each neighbor of the node.

As an example, consider the serialized graph `{0,1,2#1,2#2,2}`.

The graph has a total of three nodes, and therefore contains three parts as separated by `#`.

1. First node is labeled as `0`. Connect node `0` to both nodes `1` and `2`.
2. Second node is labeled as `1`. Connect node `1` to node `2`.
3. Third node is labeled as `2`. Connect node `2` to node `2` (itself), thus forming a self-cycle.

Visually, the graph looks like the following:



Note: The information about the tree serialization is only meant so that you can understand error output if you get a wrong answer. You don't need to understand the serialization to solve the problem.