

Wrapper functions are located in system/wrappers.c (including regcallback)

My testing callback function is located in system/cbtest.c

All other testing processes are located in main.c

- **4.4**

For case (i), I used the offset 120 (I mistook this in lab 4) which is the correct return address for sleepms().

For case (ii) I created a process table entry (uint32 * clkdispaddr) that updates in clkhandler() when a process has a callback function. It has an offset of 40, which is the correct return address for clkdisp().

For my testing purposes, you may go into main.c and switch totaltest = 1 instead of 0.

- **Bonus**

In kill.c, I check to see if prptr->prmsgcount!=0. If there are still messages, I create a for loop that iterates over the messages and frees them one by one until there are none left, then kill() continues as normal.