Sprint 5 Questions
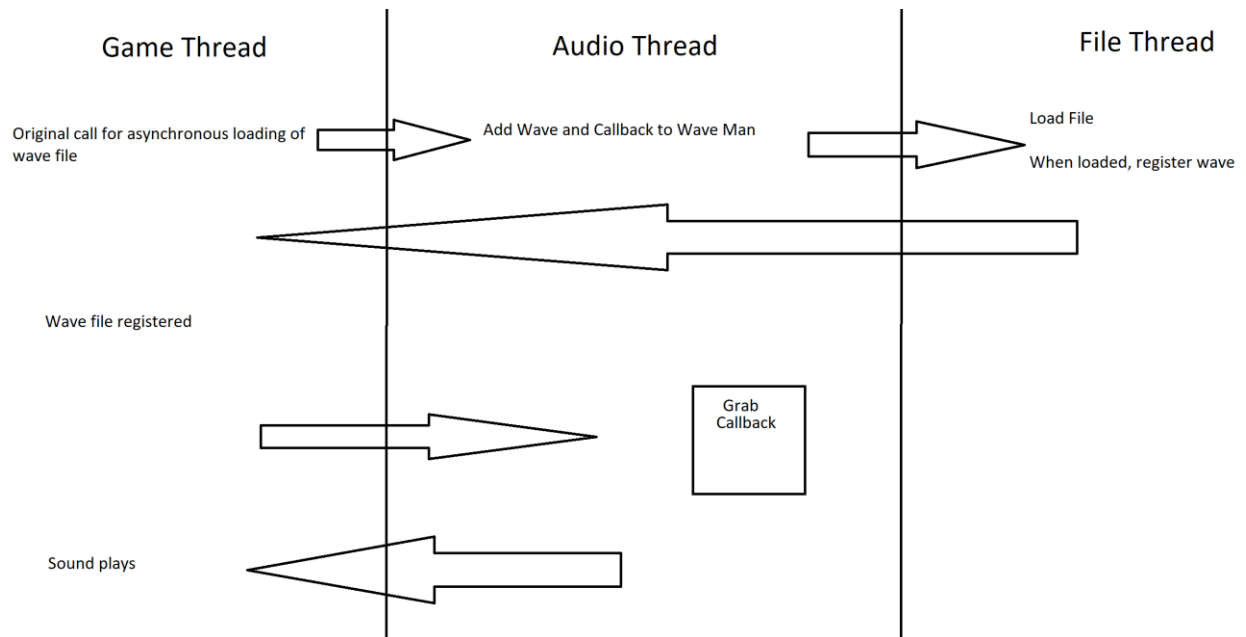
1) Please explain and diagram the way you did Async user File Callback?

2) How does a wave table entry gets delete/removed?

When we are ready to remove a wave, we will call Remove on the wave manager. Remove will find the provided wave ID and clean that node. Then it'll get the wave table and remove the wave ID. Then using a callback, it'll set the done flag to true. If we want to delete all the waves, it works the same except it'll iterate through the list of waves and delete them.