## 3. Asynchronous IPC with callback function

## 3.5 Implementation of return address manipulation

Originally  $\it mysend.c$  was my sender function, to not conflict with any other system send functions.

During submission, I updated it to send.c, which handles send, message, and the return address manipulation.

receiver\_scall.c is my receiver function.

## 4. Memory garbage collection

## 4.3 Testing

I have written my test cases in testgmem.c and sender and receiver are spawned from main().