Task2: ddm-lmp

Send Message:

- Serialize the message using Kryo and convert it into a byte array
- Create Akka Stream source from the byte array and make groups
- Get SourceRef from the stream source
- Send the SourceRef to the receiving proxy

Task2: ddm-lmp

Receive Message:

- Read the steam from the received SourceRef
- Create byte array from the byte stream
- Deserialize the byte array using Kryo to get the object
- Forward the object to next worker