

```
// ...

#include <asm/uaccess.h>

// ...

static ssize_t driver_write(struct file *instanz, const char *user, size_t count, loff_t *offset) {
    char buffer[count];
    unsigned long notcopied;
    size_t to_copy;

    to_copy = count;
    // unsigned long copy_from_user (void * to, const void __user * from, unsigned long n);
    notcopied = copy_from_user(buffer, user, to_copy);
    return to_copy - notcopied;
}

static ssize_t driver_read(struct file *instanz, char *user, size_t count, loff_t *offset) {
    char *helloworld = "hello world\n";
    unsigned long notcopied;
    size_t to_copy;

    to_copy = min(strlen(helloworld) + 1, count);

    // unsigned long copy_to_user(void __user * to, const void * from, unsigned long n);
    notcopied = copy_to_user(user, helloworld, to_copy);
    return to_copy - notcopied;
}

// ...
```