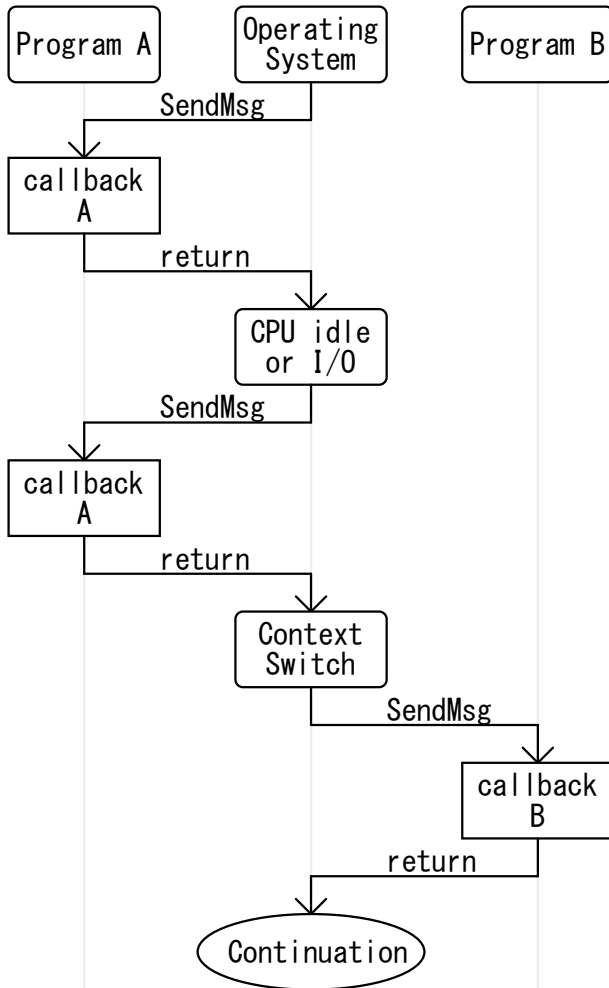


# Allocated memory of chunks are bundles



SendMsg is just a call to the function or main()

Context Switch must be done in consistent manner