## Practical - 7

Aim: Write a program to demonstrate the handling of the signals: SIGINT, SIGALRM & SIGQUIT.

```
Code:
```

```
#include<bits/stdc++.h>
#include <stdio.h>
#include <stdlib.h>
#include <signal.h> // sigaction(), sigsuspend(), sig*()
#include <unistd.h> // alarm()
using namespace std;
/* How to use?
* First, compile and run this program:
     $ g++ signal.cpp
     $ ./a.out
* It will print out its pid. Use it from another terminal to send signals
     $ kill -s signal <pid>
     For example,
     $ kill -s SIGQUIT <pid>
* Exit the process with ^C ( = SIGINT) or ^{\land} (= SIGQUIT)
* Please note that printf et al. are NOT safe to use in signal handlers.
* Look for async safe functions.
* http://man7.org/linux/man-pages/man7/signal-safety.7.html
*/
void handle_signal(int signal) {
  // Find out which signal we're handling
  switch (signal) {
     case SIGINT:
       printf("Caught SIGINT!\n");
       break;
     case SIGOUIT:
       printf("Caught SIGQUIT, terminating!\n");
       exit(0);
     default:
       fprintf(stderr, "Caught wrong signal: %d\n", signal);
       return;
  }
}
void handle_sigalrm(int signal) {
  if (signal != SIGALRM) {
     fprintf(stderr, "Caught wrong signal: %d\n", signal);
```

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```
}
  printf("Got sigalrm, do_sleep() will end\n");
}
void do_sleep(int seconds) {
  struct sigaction sa;
  sigset_t mask;
  sa.sa_handler = &handle_sigalrm; // Intercept and ignore SIGALRM
  sa.sa_flags = SA_RESETHAND; // Remove the handler after first signal
  sigfillset(&sa.sa mask);
  sigaction(SIGALRM, &sa, NULL);
  // Get the current signal mask
  sigprocmask(0, NULL, &mask);
  // Unblock SIGALRM
  sigdelset(&mask, SIGALRM);
  // Wait with this mask
  alarm(seconds);
  sigsuspend(&mask);
  // printf("sigsuspend() returned\n");
}
int main() {
  struct sigaction sa;
  // Print pid, so that we can send signals from other terminals
  printf("My pid is: %d\n", getpid());
  // Setup the sighub handler
  sa.sa_handler = &handle_signal;
  // Restart the system call, if at all possible
  sa.sa_flags = SA_RESTART;
  // Block every signal during the handler
  sigfillset(&sa.sa_mask);
  // Will always fail, SIGKILL is intended to force kill your process
  if (sigaction(SIGKILL, &sa, NULL) == -1) {
    perror("Cannot handle SIGKILL"); // Will always happen
    printf("You can never handle SIGKILL anyway...\n");
  }
  if (sigaction(SIGINT, &sa, NULL) == -1) {
    perror("Error: cannot handle SIGINT"); // Should not happen
  }
```

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```
if (sigaction(SIGQUIT, &sa, NULL) == -1) {
    perror("Error: cannot handle SIGQUIT"); // Should not happen
}
while(1) {
    printf("\nSleeping for ~3 seconds\n");
    do_sleep(3); // Later to be replaced with a SIGALRM
}
return 0;
}
```

## **Output:**

```
bhishm@BhishmDaslaniya: /media/bhishm/Projects/Internals_of_Operating_System_Lab/Pr
    bhishm@BhishmDaslaniya: /media/bhishm/Projects/Internals of Operating System Lab/Practical 7 93x22
bhishm@BhishmDaslaniya:/media/bhishm/Projects/Internals of Operating System Lab/Practical 7$
/a.out
My pid is: 13088
Cannot handle SIGKILL: Invalid argument
You can never handle SIGKILL anyway...
Sleeping for ~3 seconds
Got sigalrm, do sleep() will end
Sleeping for ~3 seconds
Caught SIGINT!
Sleeping for ~3 seconds
Got sigalrm, do_sleep() will end
Sleeping for ~3 seconds
Got sigalrm, do sleep() will end
Sleeping for ~3 seconds
Caught SIGQUIT, terminating!
bhishm@BhishmDaslaniya:/media/bhishm/Projects/Internals of Operating System Lab/Practical 7$
     bhishm@BhishmDaslaniya: /media/bhishm/Projects/Internals_of_Operating_System_Lab/Practical_7 93x8
bhishm@BhishmDaslaniya:/media/bhishm/Projects/Internals of Operating System Lab/Practical 7$
kill -s SIGINT 13088
bhishm@BhishmDaslaniya:/media/bhishm/Projects/Internals_of_Operating_System_Lab/Practical_7$
kill -s SIGQUIT 13088
<u>b</u>hishm@BhishmDaslaniya:/media/bhishm/Projects/Internals_of_Operating_System_Lab/Practical_7$
```

**Conclusion:** From this practical I have learnt about different types of signals and how to handle/use it in program for better execution.

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