

- 1.) KILL and STOP are signals that should be handled by just the OS because there needs to remain a way to kill a process should the process break in some way, if a broken process were to handle the KILL/STOP commands incorrectly there would be no command to end it. Because there needs to remain an exterior end process signal the designers chose to handle the KILL and STOP commands by the OS.
- 2.) A program has to keep running in order to receive a signal, the benefit to the pause syscall is used to keep the program running and receptive. Pause allows the program to wait for the input.
- 3.) We mask other signals while inside the signal handler in order to allow the system to complete the handling of one signal before responding to another. Avoiding overlap.
- 4.) Time out, we need to not mask SIGALRM because it needs to be able to be used within another handler and if it were masked the other handler wouldnt be able to use it.