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CSE460 Operating Systems

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Lab4

1 Here are our test programs and our test screenshots.

```
#include <signal.h>
#include <unistd.h>
#include <iostream>

using namespace std;

void func ( int sig )
{
   cout << "Alarm has gone off" << sig << endl;
}

int main()
{
   (void) signal ( SIGKILL, func );  //catch terminal interrupts

while (1) {
   cout << "Waiting for alarm to go off!" << endl;
   sleep (1);
}

return 0;
}</pre>
```

```
File Edit View Search Terminal Help

[0025056060g]b358-11 cse460]$ g++ -o test test.cpp
[0025056060g]b358-11 cse460]$ ./test

Waiting for alarm to go off!

Waiting for alarm to go off!
```

```
//test alarm.cpp
#include <signal.h>
#include <unistd.h>
#include <iostream>
using namespace std;
//simulates an alarm clock
void ding ( int sig )
 cout << "Alarm has gone off " << endl;
//tell child process to wait for 5 seconds before sending
//a SIGALRM signal to its parent.
int main()
 int pid;
 cout << "Alarm testing!" << endl;</pre>
 if((pid = fork()) == 0) {
                                    //child
  sleep (5);
         Get parent process id, send SIGALARM signal to it.
  kill ( getppid(), SIGALRM );
  return 1;
 //parent process arranges to catch SIGALRM with a call
 //to signal and then waits for the inevitable.
    int sigaction(int signum, const struct sigaction *act,
             struct sigaction *oldact);
                                    //process suspended, waiting for signals to wake up
 pause();
 cout << "Done!" << endl;</pre>
 return 1;
```

