1. sigaction实现信号不断重入的执行效果(来回打断的效果)

#include <func.h>

void sigfunc(int signum,siginfo\_t \*p,void \*p1)

{

    printf("before sleep,sig %d is coming\n",signum);

    sleep(3);

    printf("after sleep,sig %d is coming\n",signum);

}

int main()

{

    struct sigaction act;

    bzero(&act,sizeof(act));

    act.sa\_sigaction=sigfunc;

    act.sa\_flags=SA\_SIGINFO|SA\_NODEFER;

    int ret=sigaction(SIGINT,&act,NULL);

    ERROR\_CHECK(ret,-1,"sigaction")

    ret=sigaction(SIGQUIT,&act,NULL);

    ERROR\_CHECK(ret,-1,"sigaction1")

    while(1);

    return 0;

}

