## Официален пищов за ПИ (К2) по СП

```
#include <signal.h>
typedef void (*sighandler t)(int);
sighandler t signal (int signum, sighandler t handler);
int sigaction(int signum, const struct sigaction *act,
              struct sigaction *oldact);
int kill (pid t pid, int sig);
int pause(void);
unsigned int alarm (unsigned int seconds);
#include <sys/ipc.h>
#include <sys/msg.h>
int msgget(key t key, int msgflg);
int msgsnd(int msqid, const void *msgp, size t msgsz, int msgflg);
int msgrcv(int msqid, void *msgp, size t msgsz, long msgtyp, int msgflg);
int msgctl(int msgid, int cmd, struct msgid ds *buf);
#include <sys/ipc.h>
#include <sys/shm.h>
int shmget(key t key, size t size, int shmflg);
void *shmat(int shmid, const void *shmaddr, int shmflg);
int shmdt(void *shmaddr);
int shmctl(int shmid, int cmd, struct shmid ds *buf);
#include <sys/ipc.h>
#include <sys/sem.h>
int semget(key t key, int nsems, int semflg);
int semop (int semid, struct sembuf *sops, unsigned nsops);
int semctl(int semid, int semnum, int cmd, union semun arg);
#include <signal.h>
struct sigaction {
 void (*sa handler)(int);
          (*sa sigaction)(int, siginfo t *, void *);
 void
 sigset_t sa_mask;
           sa flags;
 int
 void
         (*sa restorer) (void);
};
#include <sys/ipc.h>
struct ipc perm {
 uid t uid;
 gid t gid;
 uid t cuid;
 gid t cgid;
 mode_t mode;
};
```

```
#include <sys/msg.h>
struct msqid ds {
  struct ipc perm msg perm;
            msg_stime;
msg_rtime;
msg_ctime;
msg_ctime;
msg_qnum;
msg_qbytes;
msg_lspid;
  time t
  time t
  time t
  msgqnum_t
  msglen t
  pid t
                  msg lrpid;
 pid t
};
struct msgbuf { /* must be declared */
  long mtype;
 char mtext[];
};
#include <sys/shm.h>
struct shmid ds {
  struct ipc perm shm perm;
            shm_segsz;
shm_atime;
shm_dtime;
shm_ctime;
shm_cpid;
shm_lpid;
  size t
  time t
  time t
  time_t
  pid_t
  pid t
 msgqnum t shm nattch;
};
#include <sys/sem.h>
struct semid ds {
  struct ipc_perm sem_perm;
  time_t sem_otime;
time_t sem_ctime;
  unsigned short sem_nsems;
struct sembuf {
   unsigned short sem num;
   short sem_op; short sem_flg;
} ;
                      /* must be declared */
union semun {
   int
                      val;
   struct semid ds *buf;
   unsigned short *array;
};
```