

סעיף 1:

הוכחה שלא כל הסיגנלים יתקבלו:

הרצה של ה client :

```
eliel@eliel-mint:~/Desktop/eliel/OSProjects/fwork_316519966/q2$ ps -a | grep server
 3056 pts/4      00:00:01 server
eliel@eliel-mint:~/Desktop/eliel/OSProjects/fwork_316519966/q2$ ./client 3056 2 300000
pid: 3056, signal_type: 2, amount: 300000
Starting sending server SIGINT...
Finishing sending server SIGINT...
eliel@eliel-mint:~/Desktop/eliel/OSProjects/fwork_316519966/q2$ ./client 3056 10 1
pid: 3056, signal_type: 10, amount: 1
Starting sending server SIGUSR1...
Finishing sending server SIGUSR1...
eliel@eliel-mint:~/Desktop/eliel/OSProjects/fwork_316519966/q2$
```

הרצה של ה server :

```
File Edit View Search Terminal Help
eliel@eliel-mint:~/Desktop/eliel/OSProjects/fwork_316519966/q2$ ./server
Server is starting...

Number of SIGINT that recieved is: 62
█
```

נשלחו 30000 והתקבלו 62 בלבד.

Non real time signals :

- The signal delivery carries no information that distinguishes the signal from others of the same type
- There is no priority ordering to the delivery of signals
- A signal can be lost

Real time signals:

- There is a range of priority ordered to the delivery of signals.
- The signal delivery carries additional information , such as pid and value if the signal was generated using sigqueue.
- A signal cannot be lost due to the method of using queue pending signals.

Sigaction - The sigaction() system call is used to change the action taken by a process on receipt of a specific signal.

Sigqueue - sigqueue() sends the signal specified in sig to the process whose PID is given in pid. The permissions required to send a signal are the same as for kill(2). As with kill(2), the null signal (0) can be used to check if a process with a given PID exists.

The value argument is used to specify an accompanying item of data (either an integer or a pointer value) to be sent with the signal, and has the following type: