Signal Handling

A signal is a software interrupt delivered to a process. The operating system uses signals to report exceptional situations to an executing program. Some signals report errors such as references to invalid memory addresses; others report asynchronous events.

Read from the following resources:

<https://www.gnu.org/software/libc/manual/html_mono/libc.html#Signal-Handling>

<http://www.csl.mtu.edu/cs4411.ck/www/NOTES/signal/kill.html>

Graphical user interface, text

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Graphical user interface

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Graphical user interface, text, application, email

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Text

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Graphical user interface

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