NAME

  alarm − set an alarm clock for delivery of a signal

SYNOPSIS

  #include <unistd.h>

  unsigned int alarm(unsigned int *seconds***);**

DESCRIPTION

  alarm() arranges for a **SIGALRM** signal to be delivered to the calling process in *seconds* seconds.

  If *seconds* is zero, no new **alarm**() is scheduled.

  In any event any previously set **alarm**() is canceled.

RETURN VALUE

  alarm() returns the number of seconds remaining until any previously scheduled alarm was due to be delivered, or zero if there was no previously scheduled alarm.

CONFORMING TO

  SVr4, POSIX.1-2001, 4.3BSD.

NOTES

  alarm() and **setitimer**(2) share the same timer; calls to one will interfere with use of the other.

  sleep(3) may be implemented using **SIGALRM**; mixing calls to **alarm**() and **sleep**(3) is a bad idea.

  Scheduling delays can, as ever, cause the execution of the process to be delayed by an arbitrary amount of time.

SEE ALSO

  gettimeofday(2), **pause**(2), **select**(2), **setitimer**(2), **sigaction**(2), **signal**(2), **sleep**(3), **time**(7)

COLOPHON

  This page is part of release 3.22 of the Linux *man-pages* project. A description of the project, and information about reporting bugs, can be found at http://www.kernel.org/doc/man-pages/.