```c
#include <stdio.h>
#include <signal.h>
#include <unistd.h>

volatile int interrupted = 0;

void impatient(int arg)
{
    interrupted = 1;
}

int main()
{
    void (*variable)(int) = impatient;
    signal(SIGINT, variable);
    printf("We are going to do something for a long
     time\n");

    while (!interrupted)
        usleep(10);

    printf("Oh..you didn't like waiting\n");
    printf("Program terminated\n");

    return 0;
}
```