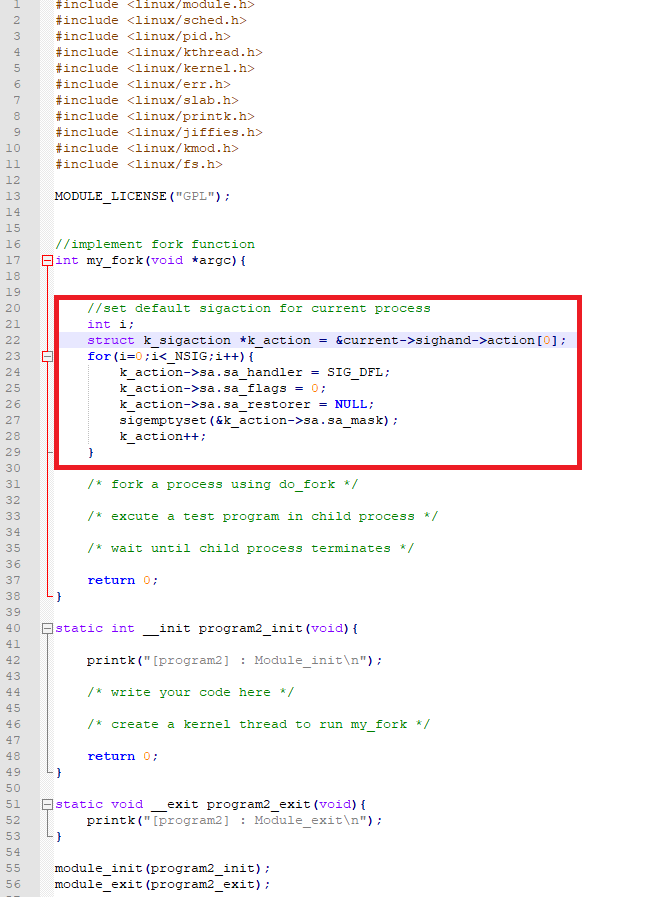
**The template for Program 2 has been updated as below. And highlighted part is new added, which is for signal processing.**

****



**If you have already updated the template with your own codes, you only need to add following codes before forking a process.**

//set default sigaction for current process

int i;

struct k\_sigaction \*k\_action = &current->sighand->action[0];

for(i=0;i<\_NSIG;i++){

k\_action->sa.sa\_handler = SIG\_DFL;

k\_action->sa.sa\_flags = 0;

k\_action->sa.sa\_restorer = NULL;

sigemptyset(&k\_action->sa.sa\_mask);

k\_action++;

}

**Tips for struct wait\_opts parameter setting: (using in do\_wait())**

wo\_type: PIDTYPE\_PID

wo\_flags: WEXITED

wo\_pid: child process’s pid, use “find\_get\_pid()” to converting type

wo\_info: NULL

wo\_stat: pointing to child process’ state. (For example: (int \_\_user \*)&state)

wo\_rusage: NULL