



signal()

Sets a function to handle a specific signal.

```
#include <signal.h>

/**
 * "signum" is the signal number (e.g. SIGINT, SIGTERM...)
 * "handler" is a pointer to the signal handler function
 *
 * returns the previous signal handler on success. On failure,
 * returns SIG_ERR and sets "errno"
 */
void (*signal(int signum, void (*handler)(int)))(int);
```