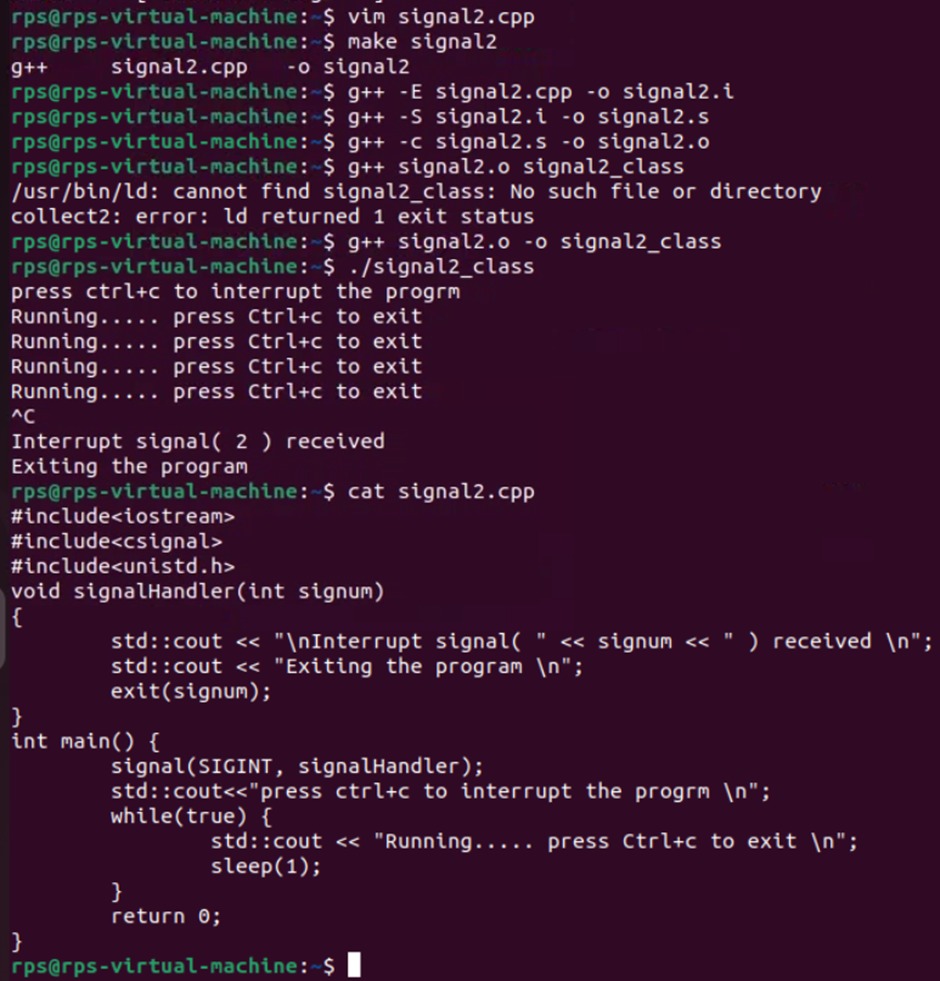
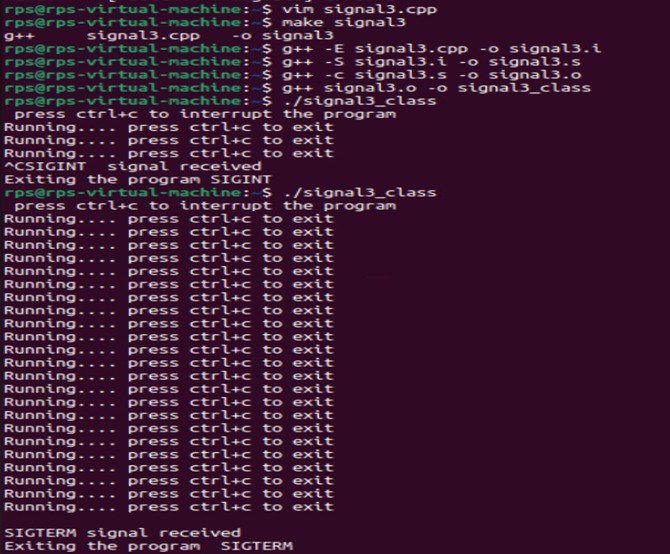
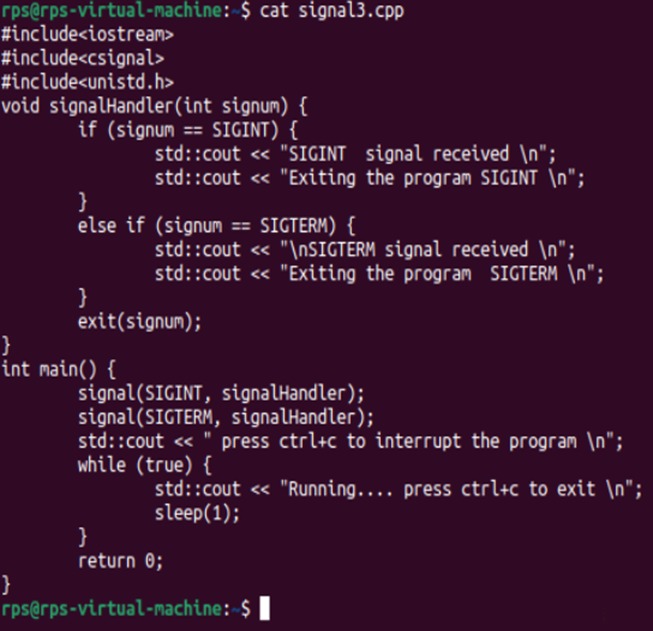
**Basic Signal Handling**

**Simple Signal Handler: Write a C++ program that handles the SIGINT signal (Ctrl+C) gracefully by printing a custom message before exiting.**

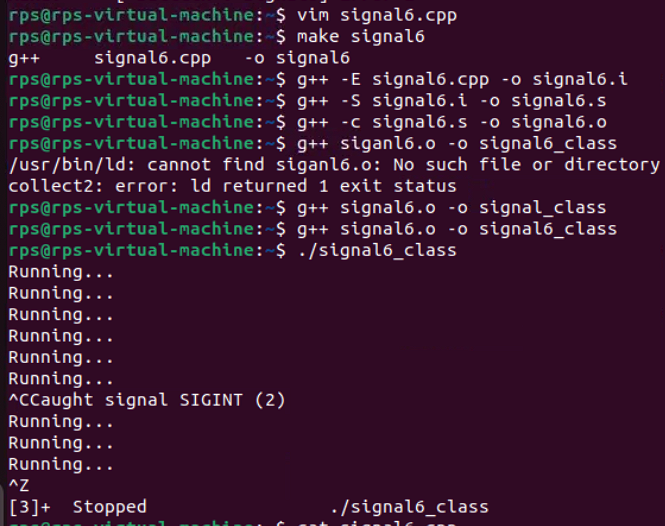


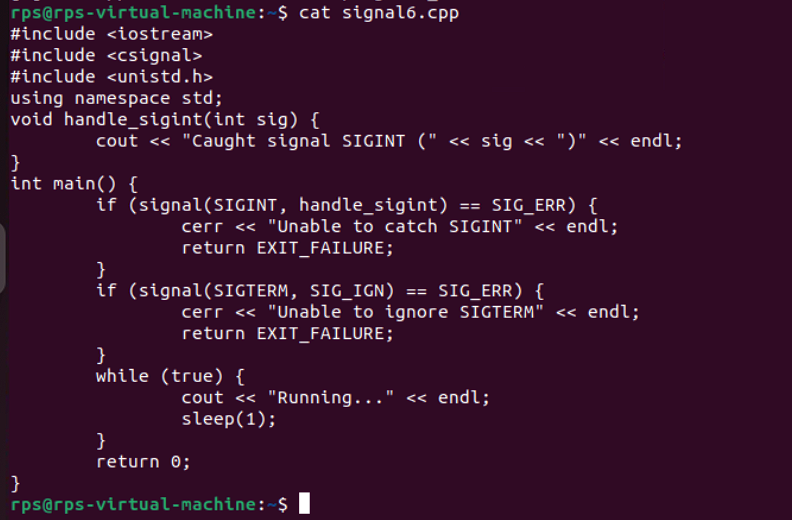
**Multiple Signal Handling: Create a program that handles both SIGINT and SIGTERM signals, printing a different message for each.**



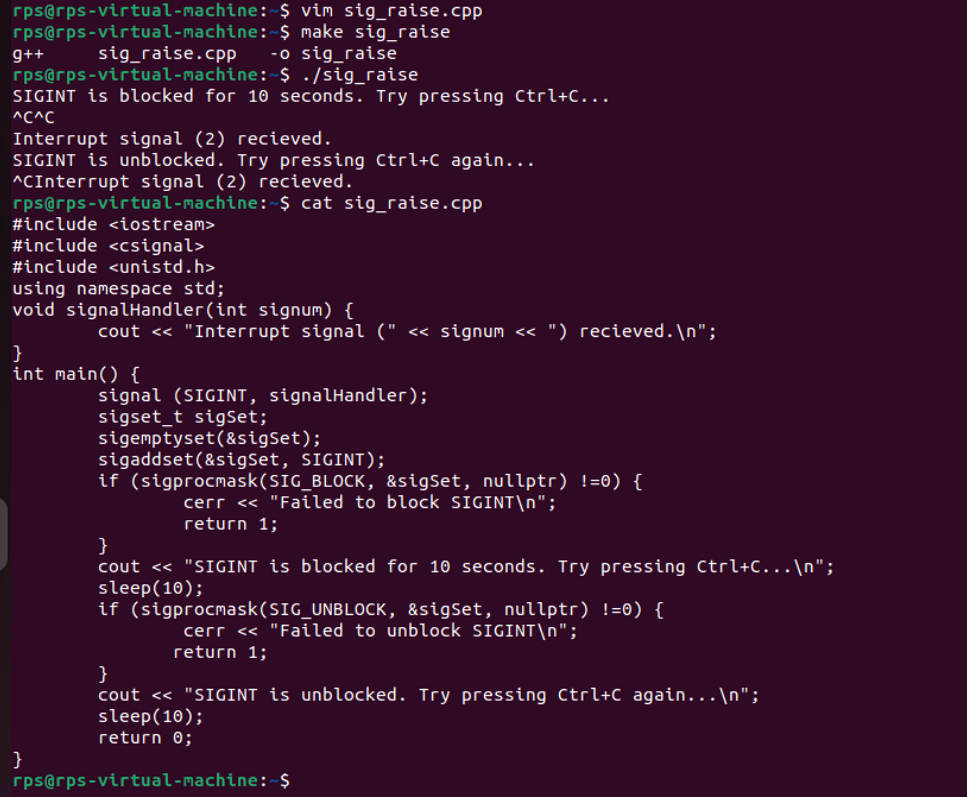


**Ignoring Signals: Develop a program that ignores the SIGTERM signal and continues execution even after it's sent.**

****

****

**Sig\_raise:**

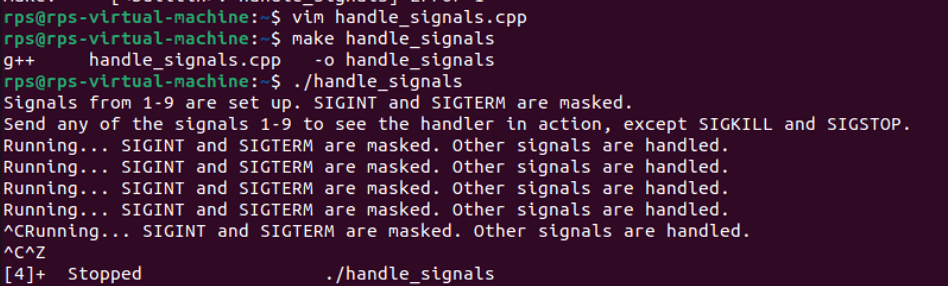
****

**Sig\_mask:**

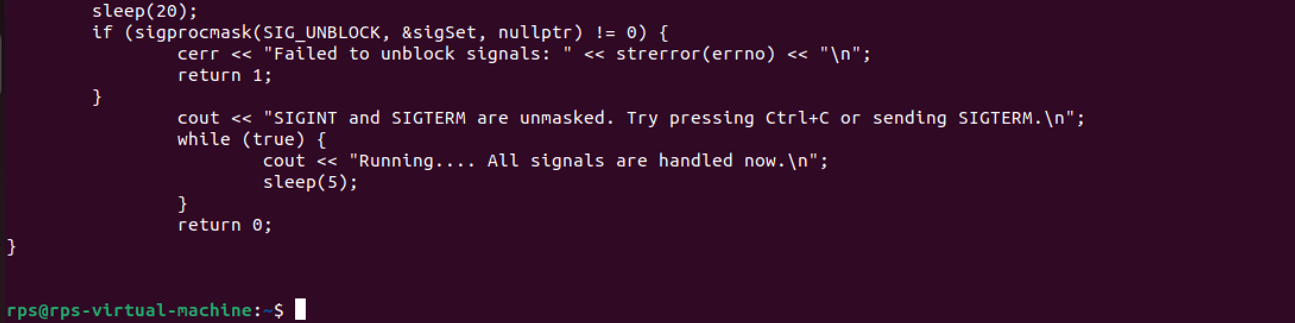
****

**write a code where you handle signals from 1-9 as shown**

**and try to mask few and handle others and test**

****

****

****

**Problem Statement 2: Signal Masking and Unmasking for Graceful Shutdown**

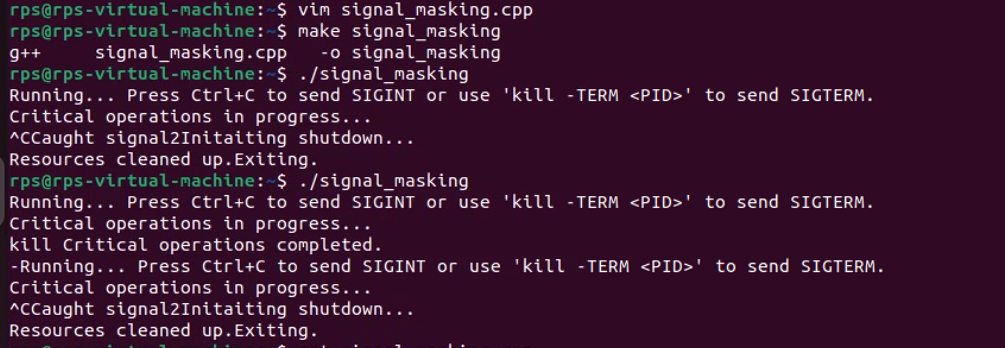
**Problem: Develop a C++ application that gracefully handles termination signals (e.g., SIGTERM, SIGINT) by masking specific signals during critical operations and unmasking them afterwards. Implement a clean shutdown procedure that ensures all resources are released before the process exits.**

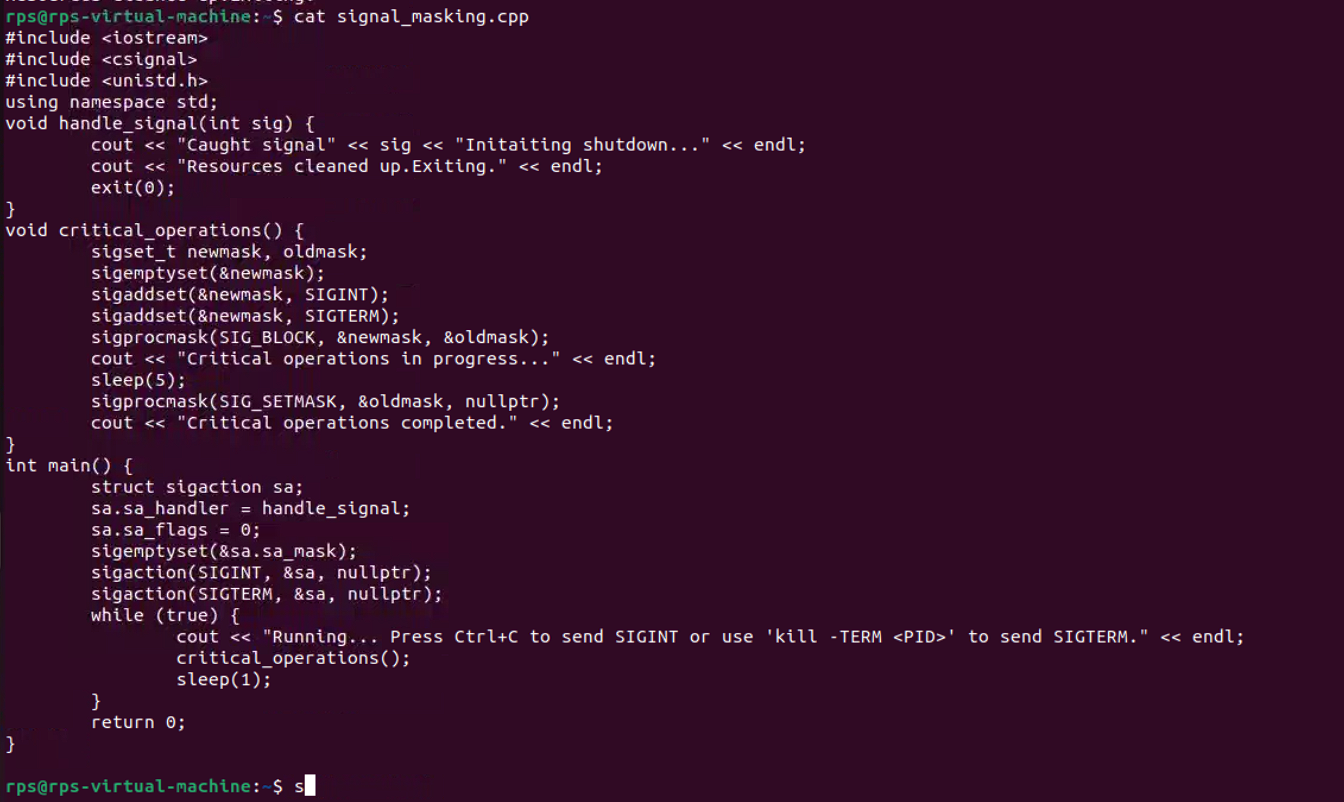
**Key Challenges:**

**Determining the appropriate signals to mask during critical operations.**

**Ensuring timely unmasking of signals to avoid process hangs.**

**Implementing a robust shutdown mechanism that handles unexpected interruptions.**

****

****

**Problem Statement 3: Signal Masking and Unmasking for Error Handling**

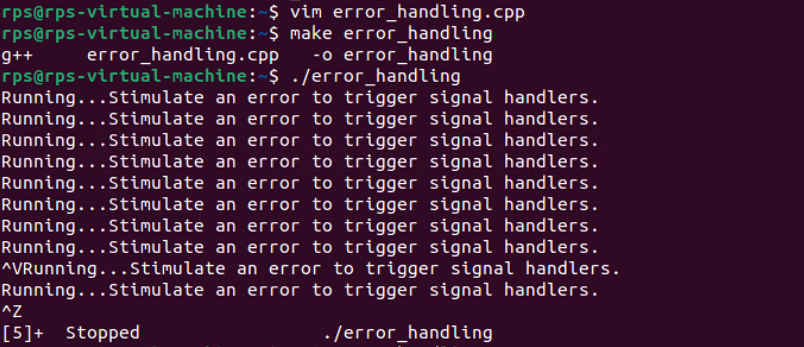
**Problem: Create a C++ application that uses signal masking and unmasking to handle errors gracefully. Mask specific signals during error handling routines to prevent recursive signal delivery. Implement a mechanism to log error details and perform necessary cleanup actions before re-enabling the masked signals.**

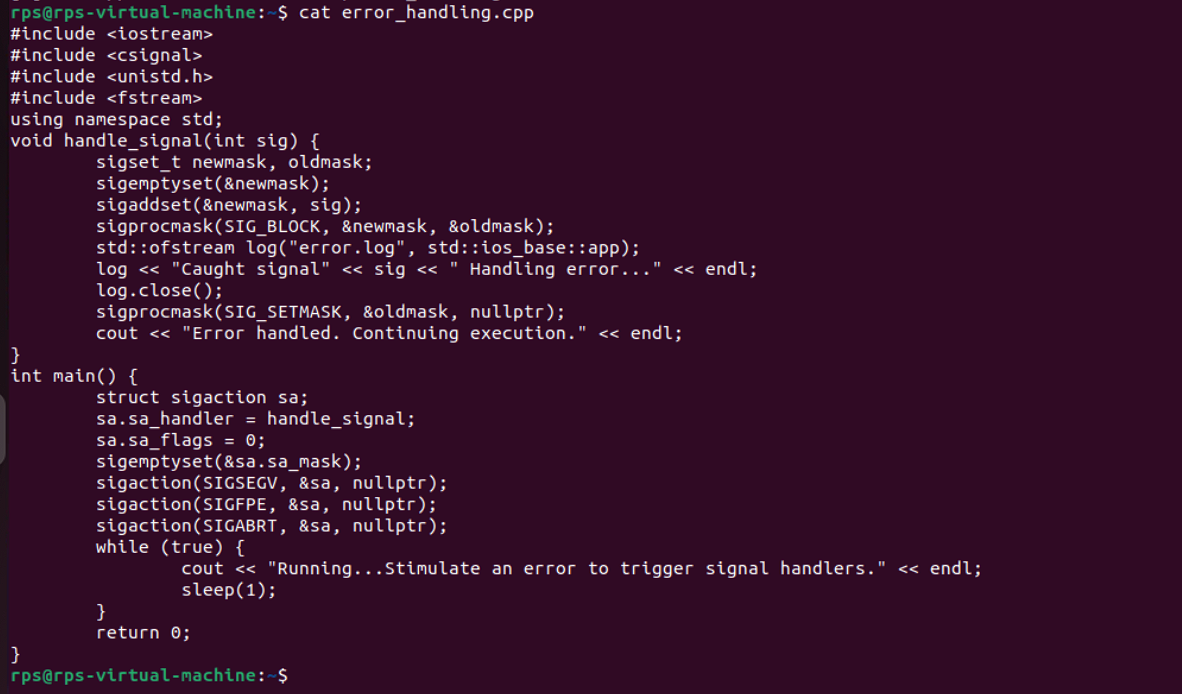
**Key Challenges:**

**Identifying the appropriate signals to mask during error handling.**

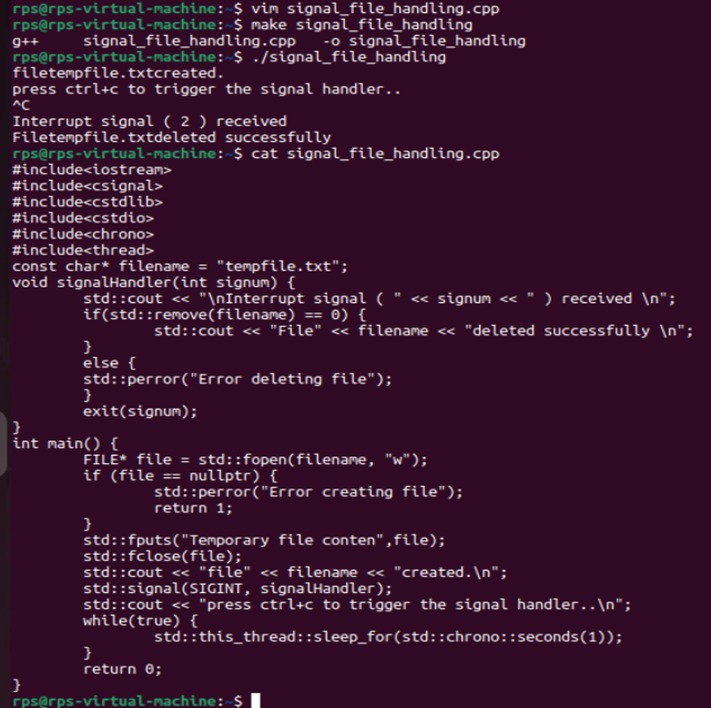
**Preventing infinite recursion of signal handlers.**

**Ensuring proper error logging and resource cleanup.**

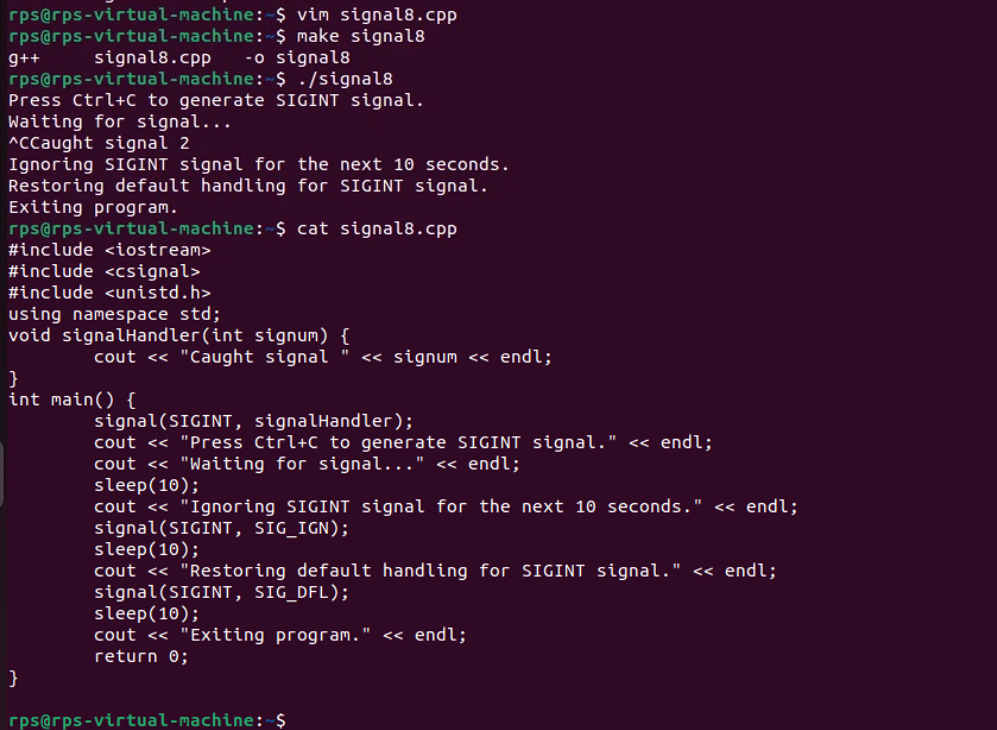
****

****

**Signal file handling:**



**Signal:**

****