

Kill sends a signal send calls and continue, round robin que

When child process parent needs to catch it and when they both terminate parent terminates

Idle process same as alarm process

```
Include<signal.h>
```

```
Include<stdio.h>
```

```
Include<stdlib.h>
```

```
// idle process: two command line args - process id and time to end
```

```
#define report_period 5 // how often to write an 'in progress' log message
```

```
#define alarm_time 1 // how often to interrupt
```

```
// flag controls termination o main loop
```

```
Volatile sig_atomic_t keep_going= 1;
```

```
//Global variables
```

```
Int count = 0; // how many interrupt have happened so far
```

```
Int max_times=0; //the time = number of interrupts the process will last
```

```
// the signal
```

N process

Time = $n \cdot q$

No process waits more than $n-1 \cdot q$