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1. 소스 코드

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <sys/time.h>

#include <signal.h>

#include <sys/types.h>

#include <sys/wait.h>

#include "ssu\_runtime.h"

static void ssu\_signal\_handler1(int signo);

static void ssu\_signal\_handler2(int signo);

int main(void)

{

struct sigaction act\_int, act\_quit;

gettimeofday(&begin\_t, NULL);

act\_int.sa\_handler = ssu\_signal\_handler1;

sigemptyset(&act\_int.sa\_mask);

sigaddset(&act\_int.sa\_mask, SIGQUIT);

act\_quit.sa\_flags = 0;

if (sigaction(SIGINT, &act\_int, NULL) < 0) { // SIGINT의 동작을 변경

fprintf(stderr, "sigaction(SIGINT) error\n");

exit(1);

}

act\_quit.sa\_handler = ssu\_signal\_handler2;

sigemptyset(&act\_quit.sa\_mask);

sigaddset(&act\_quit.sa\_mask, SIGQUIT);

act\_int.sa\_flags = 0;

if (sigaction(SIGQUIT, &act\_quit, NULL) < 0) { // SIGQUIT의 동작을 변경

fprintf(stderr, "sigaction(SIGQUIT) error\n");

exit(1);

}

pause();

gettimeofday(&end\_t, NULL);

ssu\_runtime(&begin\_t, &end\_t);

exit(0);

}

static void ssu\_signal\_handler1(int signo)

{

printf("Signal handler of SIGINT : %d\n", signo);

printf("SIGQUIT signal is blocked : %d\n", signo);

printf("sleeping 3 sec\n");

sleep(3);

printf("Signal handler of SIGINT ended\n");

}

static void ssu\_signal\_handler2(int signo)

{

printf("Signal handler of SIGQUIT : %d\n", signo);

printf("SIGINT signal is blocked : %d\n", signo);

printf("sleeping 3 sec\n");

sleep(3);

printf("Signal handler of SIGQUIT ended\n");

}

1. 실행 결과

