**Blocking signal**

#include <iostream>

#include <vector>

// Define a marker value for processed signals

const int SIGPROCMARK = 1;

// Function to process a signal and mark it

void processSignal(std::vector<int>& signal) {

for (size\_t i = 0; i < signal.size(); ++i) {

// Process the signal (example: double the value)

signal[i] \*= 2;

// Mark the processed signal

signal[i] |= SIGPROCMARK;

}

}

// Function to display the signal

void displaySignal(const std::vector<int>& signal) {

for (size\_t i = 0; i < signal.size(); ++i) {

std::cout << signal[i] << " ";

}

std::cout << std::endl;

}

int main() {

// Example signal

std::vector<int> signal = {1, 2, 3, 4, 5};

std::cout << "Original signal: ";

displaySignal(signal);

// Process the signal

processSignal(signal);

std::cout << "Processed signal: ";

displaySignal(signal);

    return 0;

}