

# Symbolic Constants

signal.h

#define

SIG\_ERR

(void (\*)()) -1

#define

SIG\_DFL

(void (\*)()) 0

#define

SIG\_IGN

(void (\*)(int)) 1

signal

(int signo, void (\*func)(int))

setting a signal handler

myhandler fn



handler

if (signal(SIGUSR1, sig\_usr) == SIG\_ERR)  
 err\_sys("can't catch SIGUSR1");

① set signal handler

② Error handling if ① fails

pg-292

Fig. 10.1

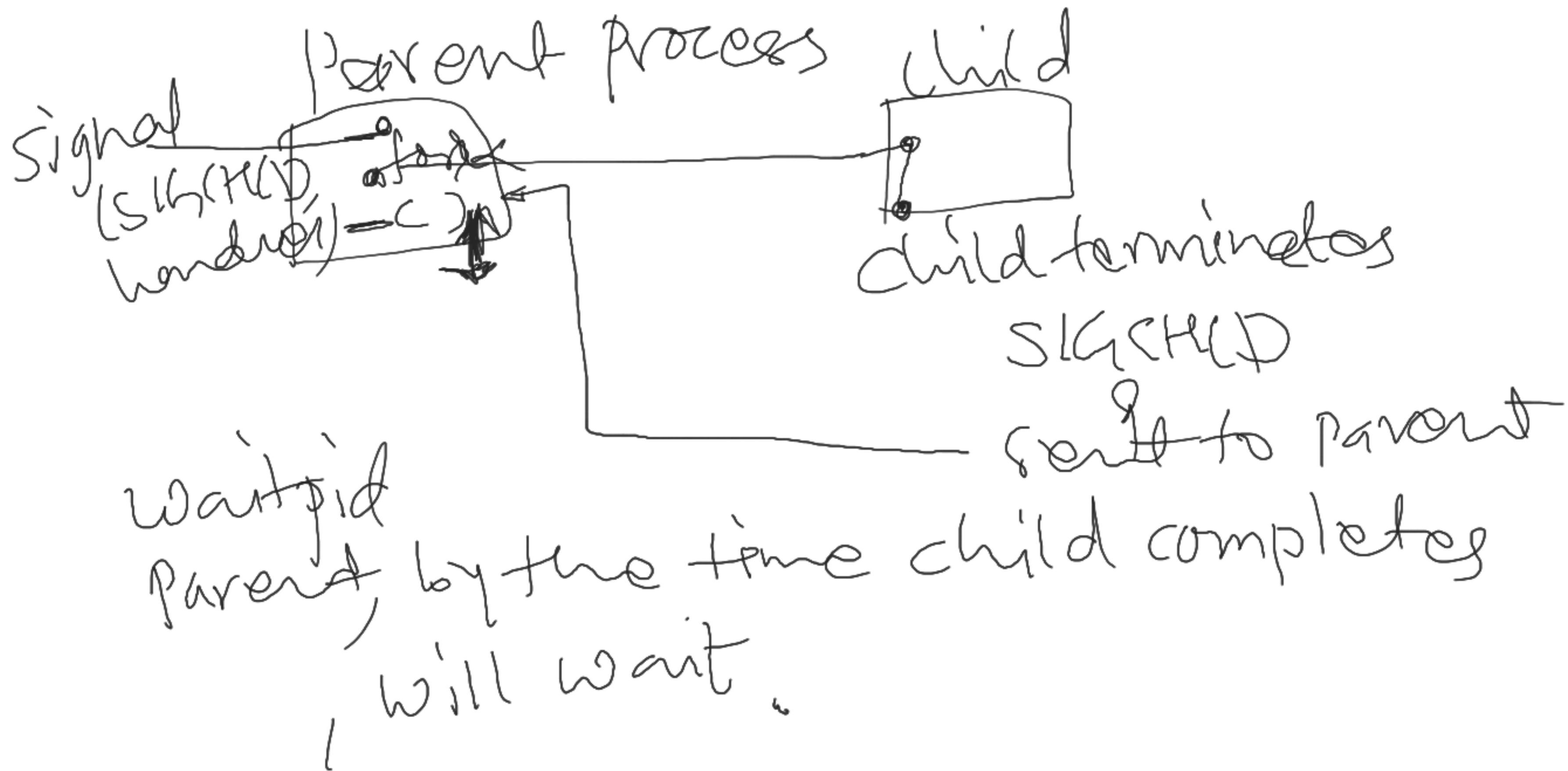
SIGCHLD → default action is ignore

Whenever <sup>or</sup> process terminates or stops,  
the SIGCHLD is sent to the parent.

By default, this signal is ignored by  
parent process.

If parent wants to be notified  
whenever child status changes  
then parent must catch/handle  
it.

signal (SIGCHLD, ahandler(+))  
exit(127) ... by child



dos2unix  
to take dos based text file to  
unix system editors.

unix2dos ~~h~~ vs \n/r  
to take/transform/make compatible  
unix based text file to  
dos system editors.

# Signal mappings

Given signo transform to a string having description.

int sig2str(int signo, char \*str)  
                  input                  output

The caller must ensure that the memory is large enough to hold the longest string, including null char. (10)

int strsig(char \*str, int ~~sign op~~)  
                ↑         ↓  
            Input     Output

translator, the <sup>only</sup> given name into

a signal number.

The signal number is stored in the integer pointed by `signop`. (op code)

Both these functions  
return 0 if ok,  
1 on error.

return value  
integer  
overloading

p signal

str signal

extern char \*sys\_siglist[];



Alarm  
#include <unistd.h>  
unsigned int alarm( unsigned int  
seconds);  
0 is number of seconds until  
continuously not alarm

---

semi digital clock may end up  
having irregularity w/  
frequency of clock the

Return 0, OK

OR number of seconds until

Previously set alarm.

there is only one of these alarm

calls per process

Lagging/Adding time in digital clock  
can be because of processor scheduling  
delays.

int pause (void) #include <unistd.h>

— I with error set to  
EINTR.

If suspends the calling process  
until a signal is caught.