**Ex. No.: 4**

**Date: 12.03.24**

**SIGNAL CATCHING**

**Aim:**

To write a C program to catch signals used in Linux.

**Program Code:**

// signals.c

#include <signal.h>

#include <stdio.h>

void my\_handler (int sig); /\* function prototype \*/

int main()

{

struct sigaction my\_action;

/\* Part I: Catch SIGINT \*/

my\_action.sa\_handler = my\_handler;

my\_action.sa\_flags = SA\_RESTART;

sigaction (SIGINT, &my\_action, NULL);

printf ("Catching SIGINT\n");

sleep (3);

printf (" No SIGINT within 3 seconds\n");

/\* Part II: Ignore SIGINT \*/

my\_action.sa\_handler = SIG\_IGN;

my\_action.sa\_flags = SA\_RESTART;

sigaction (SIGINT, &my\_action, NULL);

printf ("Ignoring SIGINT\n");

sleep (3);

printf (" Sleep is over\n");

/\* Part III: Default action for SIGINT \*/

my\_action.sa\_handler = SIG\_DFL;

my\_action.sa\_flags = SA\_RESTART; sigaction (SIGINT, &my\_action, NULL); sleep (3);

printf ("No SIGINT within 3 seconds\n"); }

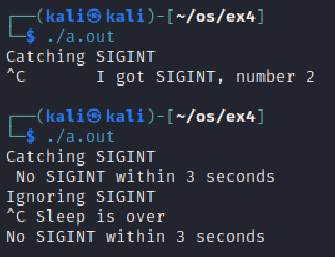
void my\_handler (int sig)

{

printf (" \t I got SIGINT, number %d\n", sig); exit(0);

}

**Output:**

****

**Result:**

The above program executed successfully and output got verified.