## **CSE2005- Operating Systems**

# Lab Ex. 5 Signal Handling

- 1. Write your own C handlers to handle the following signals
  - a. Send a stop signal using Ctrl-Z

#### Code:

```
#include <stdlib.h>
#include <stdio.h>
#include <signal.h>
void myhandler(int signum) {
 printf("Ctrl+Z is of no use XD\n");
int main(){
signal(SIGTSTP, myhandler);
while(i)
printf("value of i is %d\n",i);
sleep(2);
i++;
```

```
shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab
5$ ./a.out
value of i is 1
value of i is 2
value of i is 3
value of i is 4
value of i is 5
^ZCtrl+Z is of no use XD
value of i is 6
value of i is 7
value of i is 8
value of i is 9
value of i is 10
value of i is 11
value of i is 12
value of i is 13
value of i is 14
value of i is 15
value of i is 16
value of i is 17
^C
```

## b. Segmentation fault

#### Code:

```
#include <stdio.h>
#include <signal.h>
#include <stdlib.h>

void myhandler() {
    printf("Segmentation fault overriden!\n");
    exit(0);
}
int fnc() {
    float *a, *b;
```

```
a = (float*)malloc(1000);
b[0] = 1.0;
return 0;

int main() {
    signal(SIGSEGV, myhandler);
    int x=fnc();
}
```

```
shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab
5$ ./a.out
Segmentation fault overriden!
```

## c. Divide by zero error

```
#include <stdio.h>
#include <signal.h>
#include <stdlib.h>

void myhandler() {
    printf("Divide by zero error detected!\n");
    exit(0);
}

int fnc() {
    int a, b=0;
```

```
a = a/b;
return 0;

int main(){
    signal(SIGFPE, myhandler);
    int x=fnc();
}
```

```
shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab
5$ ./a.out
Divide by zero error detected!
```

2. Write a program which creates a child process and continues to run along with its child (choose any small task of your own). Once the child completes its task, it should send a signal to the parent which in turn terminates the parent. (Expected output: output of the task carried out by the child process, termination of parent)

#### Code:

```
#include <stdio.h>
#include <signal.h>
#include <stdlib.h>
#include <unistd.h>

void myhandler() {
    printf("My child killed me :_) \n");
```

```
exit(0);
int main(){
 pid_t ppid;
 signal(SIGQUIT, myhandler);
   ppid = getppid();
   kill(ppid, SIGQUIT);
else{
wait(NULL);
  printf("I won't be printed");
```

```
shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab
5$ ./a.out
I am a child
My child killed me :_)
```

3. Write two c programs: One displaying the PID infinitely and the other program sending a signal to terminate the first program. (Note: Execute the programs in separate terminals)

## Code (1st program):

```
#include <stdio.h>
#include <signal.h>
#include <stdlib.h>
#include <unistd.h>
int main() {
    pid_t x=getpid();
    int i=1;
    while(i) {
    printf("%d. PID = %d\n",i,x);
    i++;
    sleep(1);
    }
}
```

## 2nd program:

```
#include <stdio.h>
```

```
#include <signal.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
void myhandler() {
int main(int argc,char* argv[]){
   signal(SIGKILL, myhandler);
   kill(x,SIGKILL);
```

```
shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab5$ cc third1161_1.c
shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab5$ ./a.out
1. PID =
          314
2. PID =
          314
3. PID =
          314
4. PID =
          314
5. PID =
          314
6. PID =
          314
7. PID =
          314
1. PID =
          320
2. PID =
          320
3. PID =
          320
4. PID =
          320
4. PID =
          320
6. PID =
          320
7. PID =
          320
8. PID =
          320
9. PID = 320
10. PID = 320
11. PID = 320
12. PID =
           320
13. PID = 320
14. PID = 320
15. PID = 320
16. PID = 320
17. PID = 320
18. PID =
19. PID =
           320
           320
Killed
```

shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab5\$ cc third1161\_2.c shubhangi@Shubhi:/mnt/e/VIT/4thsem/OS/lab/linuxpractice/20bce1161/lab5\$ \_/a.out 320