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1. 소스코드

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <signal.h>

void ssu\_check\_pending(int signo, char \*signame);

void ssu\_signal\_handler(int signo);

int main(void){

struct sigaction sig\_act;

sigset\_t sig\_set;

sigemptyset(&sig\_act.sa\_mask); // sigact 초기화

sig\_act.sa\_flags = 0;

sig\_act.sa\_handler = ssu\_signal\_handler; // 시그널 핸들러 지정

if(sigaction(SIGUSR1, &sig\_act, NULL) != 0){ // 시그널 액션 설정

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

exit(1);

}

else{

sigemptyset(&sig\_set); // sigset 초기화

sigaddset(&sig\_set, SIGUSR1); // sigset에 SIGUSR1 추가

if(sigprocmask(SIG\_SETMASK, &sig\_set, NULL) != 0){ //sigset을 마스킹

fprintf(stderr, "sigprocmask() error\n");

exit(1);

}

else{

printf("SIGUSR1 signals are now blocked\n");

kill(getpid(), SIGUSR1); //현재 프로세스에 SIGUSR1 전달

printf("after kill()\n");

ssu\_check\_pending(SIGUSR1, "SIGUSR1");

sigemptyset(&sig\_set); //sigset 초기화

sigprocmask(SIG\_SETMASK, &sig\_set, NULL); // sigset을 마스킹

printf("SIGUSR1 signals are no longer blocked\n");

ssu\_check\_pending(SIGUSR1, "SIGUSR1");

}

}

exit(0);

}

void ssu\_check\_pending(int signo, char \*signame){

sigset\_t sig\_set;

if(sigpending(&sig\_set) != 0)

printf("sigpending() error\n");

else if(sigismember(&sig\_set, signo))

printf("a %s signal is pending\n", signame);

else

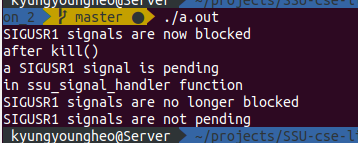
printf("%s signals are not pending\n", signame);

}

void ssu\_signal\_handler(int signo){

printf("in ssu\_signal\_handler function\n");

}

2. 실행결과