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1. 소스코드

#include <stdio.h>

#include <stdlib.h>

#include <unistd.h>

#include <signal.h>

#include <sys/types.h>

#include <sys/wait.h>

static void ssu\_signal\_handler1(int signo);

static void ssu\_signal\_handler2(int signo);

int main(void){

struct sigaction act\_int, act\_quit;

act\_int.sa\_handler = ssu\_signal\_handler1; //시그널 핸들러 지정

sigemptyset(&act\_int.sa\_mask); // actint 초기화

sigaddset(&act\_int.sa\_mask, SIGINT); // SIGINT 추가

act\_int.sa\_flags = 0;

if(sigaction(SIGINT, &act\_int, NULL) < 0){ // sigaction 지정

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

exit(1);

}

act\_quit.sa\_handler = ssu\_signal\_handler2; //시그널 핸들러 지정

sigemptyset(&act\_quit.sa\_mask); // quit 초기화

sigaddset(&act\_quit.sa\_mask, SIGINT); // SIGINT 추가

act\_quit.sa\_flags = 0;

if(sigaction(SIGQUIT, &act\_quit, NULL) < 0){

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

exit(1);

}

pause();

exit(0);

}

static void ssu\_signal\_handler1(int signo){

printf("Signal handler of SIGINT : %d\n", signo);

printf("SIGINT signal is blocked: %d\n", signo);

printf("sleeping 3 sec\n");

sleep(3);

printf("Signal handler of SIGINT ended\n");

}

static void ssu\_signal\_handler2(int signo){

printf("Signal handler of SIGQUIT : %d\n", signo);

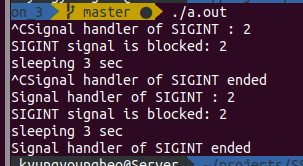
printf("SIGQUIT signal is blocked: %d\n", signo);

printf("sleeping 3 sec\n");

sleep(3);

printf("Signal handler of SIGQUIT ended\n");

}

2. 실행결과