1. Signals that are sent to certain processes can be very useful, as they can be overwritten for added functionality to a program. However, allowing all signals to be handled by the processes they are sent to can be dangerous. If the programmer makes a mistake when overwriting certain signals, he may find himself in a situation where he has no way to end his program, except to shut down the environment it is running on. However, the designers' choice to have KILL and STOP signals handled by the operating system allows for certain commands that cannot be overwritten, so that there is always the ability to terminate a faulty program.

2. The pause system call tells the system what to do while waiting for a signal to be received.

3. We mask signals in the signal handler to prevent an interruption that may corrupt the data.

4. When implementing the time out, we do not mask the SIGALARM, because we need it to know when the time out has finished