

CS-701 Lecture 27

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Assignment 5

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Signal Management

(Stevens Chapter 10)

- The kernel signals a process when some event occurs.
 - Long list of signal types.
- The process has some choice about how to respond to the signal, depending on what type it is:
 - Ignore it.
 - Catch it and invoke a handler function.
 - Let the “default” action take place.
 - May cause the process to terminate or stop, or may be ignored.
 - But some types of signal cannot be ignored.
 - KILL and STOP
 - Use *signal()* to set up a signal handler.

Pipelines

- The *pipe()* system call establishes a connection between two processes.
 - Each end of the pipe is associated with a fd.
 - What gets written to one end of the pipe can be read from the other end.
 - Asynchronous operation; reads might or might not block, depending on what has been written.