/\* The code below maps the name of a signal to its corresponding number. \*/

/\* Note that this mapping is correct for the comp322.sandbox.csun.edu server \*/

/\* Other OSes may have more or less signals \*/

#include <signal.h>

int sig\_name2number(char \*s) {

int signumber = -1;

if (!strcmp(s, "HUP")) { signumber = SIGHUP; }

if (!strcmp(s, "INT")) { signumber = SIGINT; }

if (!strcmp(s, "QUIT")) { signumber = SIGQUIT; }

if (!strcmp(s, "ILL")) { signumber = SIGILL; }

if (!strcmp(s, "TRAP")) { signumber = SIGTRAP; }

if (!strcmp(s, "ABRT")) { signumber = SIGABRT; }

if (!strcmp(s, "IOT")) { signumber = SIGIOT; }

if (!strcmp(s, "BUS")) { signumber = SIGBUS; }

if (!strcmp(s, "FPE")) { signumber = SIGFPE; }

if (!strcmp(s, "KILL")) { signumber = SIGKILL; }

if (!strcmp(s, "USR1")) { signumber = SIGUSR1 ; }

if (!strcmp(s, "SEGV")) { signumber = SIGSEGV ; }

if (!strcmp(s, "USR2")) { signumber = SIGUSR2 ; }

if (!strcmp(s, "PIPE")) { signumber = SIGPIPE ; }

if (!strcmp(s, "ALRM")) { signumber = SIGALRM ; }

if (!strcmp(s, "TERM")) { signumber = SIGTERM ; }

if (!strcmp(s, "STKFLT")) { signumber = SIGSTKFLT ; }

if (!strcmp(s, "CHLD")) { signumber = SIGCHLD ; }

if (!strcmp(s, "CONT")) { signumber = SIGCONT ; }

if (!strcmp(s, "STOP")) { signumber = SIGSTOP ; }

if (!strcmp(s, "TSTP")) { signumber = SIGTSTP ; }

if (!strcmp(s, "TTIN")) { signumber = SIGTTIN ; }

if (!strcmp(s, "TTOU")) { signumber = SIGTTOU ; }

if (!strcmp(s, "URG")) { signumber = SIGURG ; }

if (!strcmp(s, "XCPU")) { signumber = SIGXCPU ; }

if (!strcmp(s, "XFSZ")) { signumber = SIGXFSZ ; }

if (!strcmp(s, "VTALRM")) { signumber = SIGVTALRM ; }

if (!strcmp(s, "PROF")) { signumber = SIGPROF ; }

if (!strcmp(s, "WINCH")) { signumber = SIGWINCH ; }

return signumber;

}