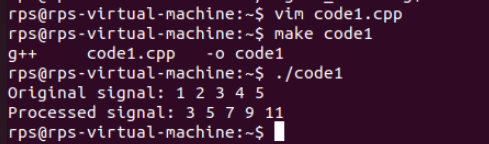
CODE 1:



task is to implement a function to process a signal and mark the processed elements using a specific marker. The signal is represented as a vector of integers. You need to:

Define a marker value (SIGPROCMARK) to mark the processed signal elements.

Implement a function processSignal that processes each element of the signal by doubling its value and then marking it with SIGPROCMARK.

Implement a function displaySignal to print the signal values to the console.

Demonstrate the usage of these functions in a main function with an example signal.

Requirements:

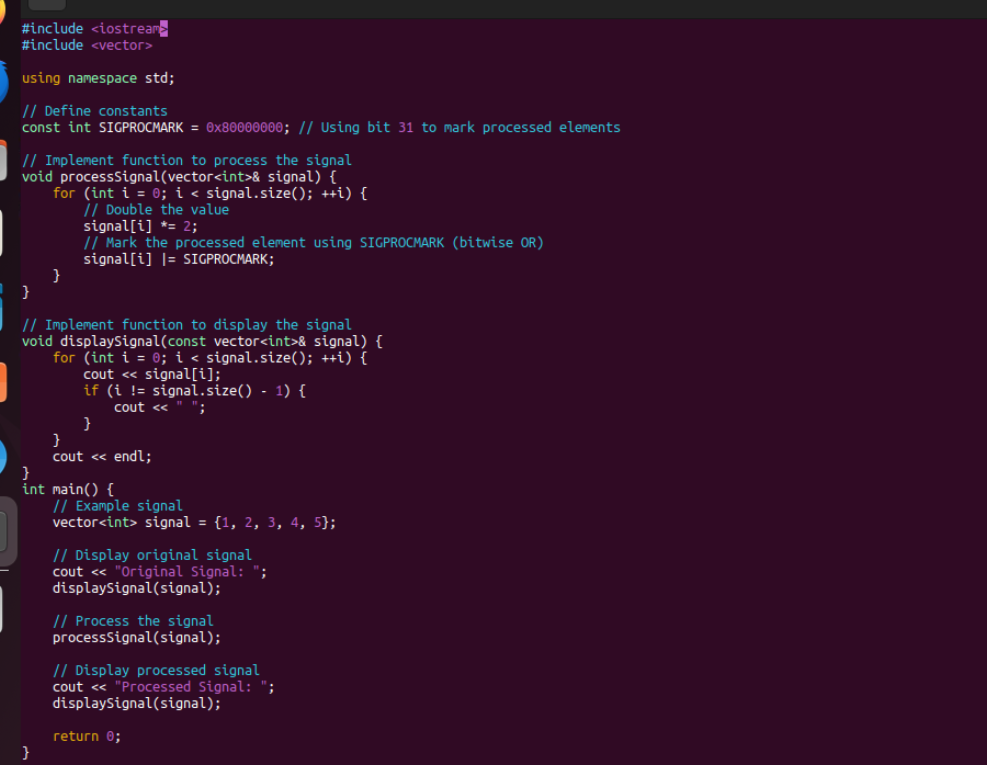
The marker value should be defined as a constant.

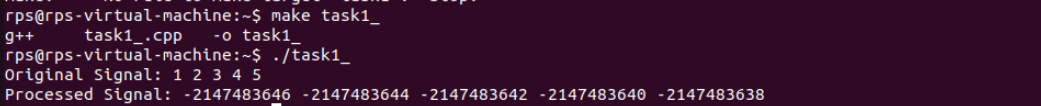
The processSignal function should use bitwise operations to mark the processed elements.

The displaySignal function should print the signal values separated by spaces.

Input:

An example signal represented as a vector of integers, e.g., {1, 2, 3, 4, 5}.





Signal Processing with Threshold Marking

You are tasked with extending the signal processing project to include a threshold marking mechanism. Your goal is to:

Define a marker value (SIGPROCMARK) to mark the processed signal elements.

Implement a function processSignalWithThreshold that processes each element of the signal by doubling its value only if it is greater than a given threshold, and then marking it with SIGPROCMARK.

Implement a function displaySignal to print the signal values to the console.

Demonstrate the usage of these functions in a main function with an example signal and a threshold value.

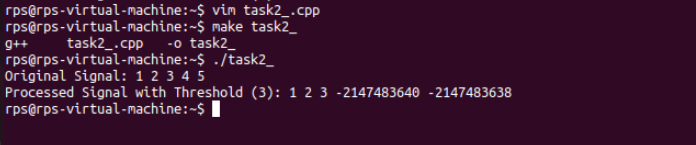
Requirements:

The marker value should be defined as a constant.

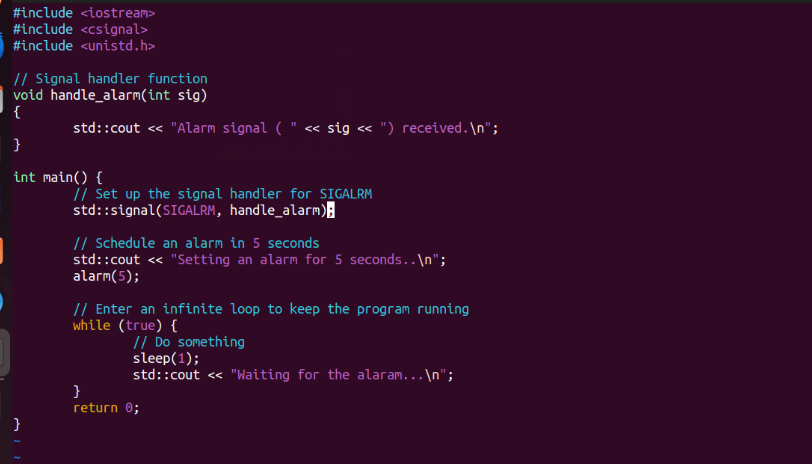
The processSignalWithThreshold function should double the value of each element that exceeds the threshold and use bitwise operations to mark the processed elements.

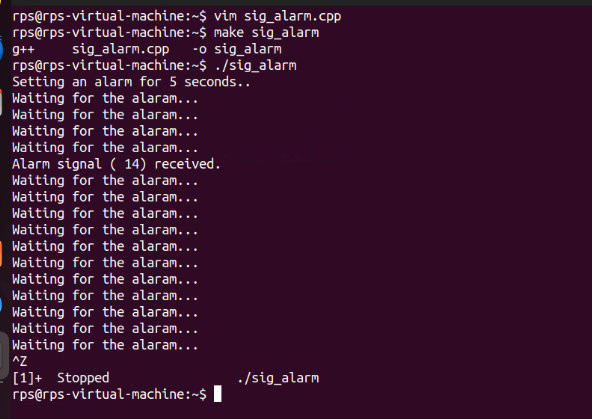
The displaySignal function should print the signal values separated by spaces.





Code 2:





Develop a C++ application that demonstrates effective signal handling using SIGALRM, SIGDEFAULT, and SIG\_IGN. The program should:

Set up a timer using alarm() to generate a SIGALRM signal after a specified interval.

Define a signal handler function to process the SIGALRM signal and perform specific actions, such as printing a message, updating a counter, or triggering an event.

Implement logic to handle other signals (e.g., SIGINT, SIGTERM) using SIGDEFAULT or SIG\_IGN as appropriate.

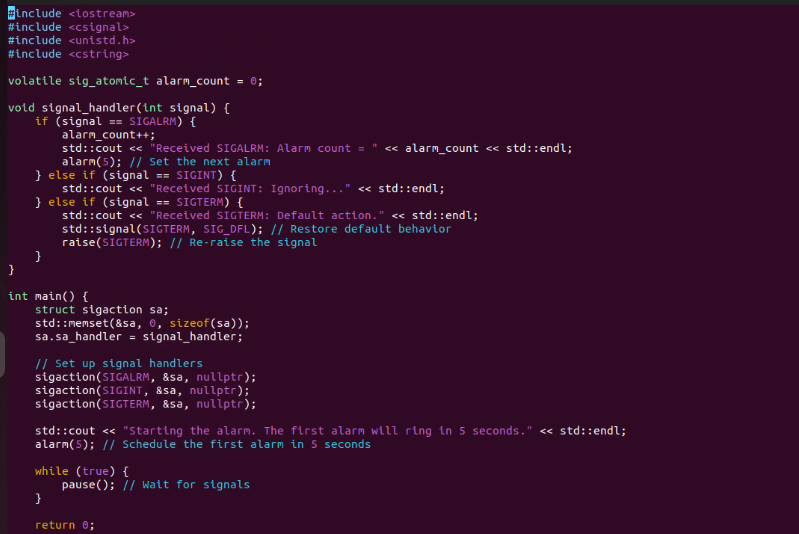
Explore the behavior of the application under different signal combinations and handling strategies.

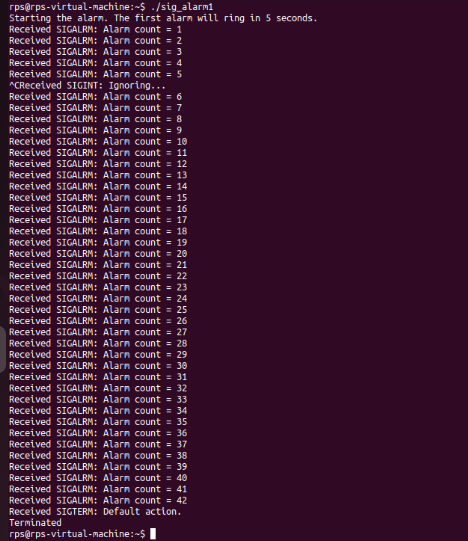
Additional Considerations:

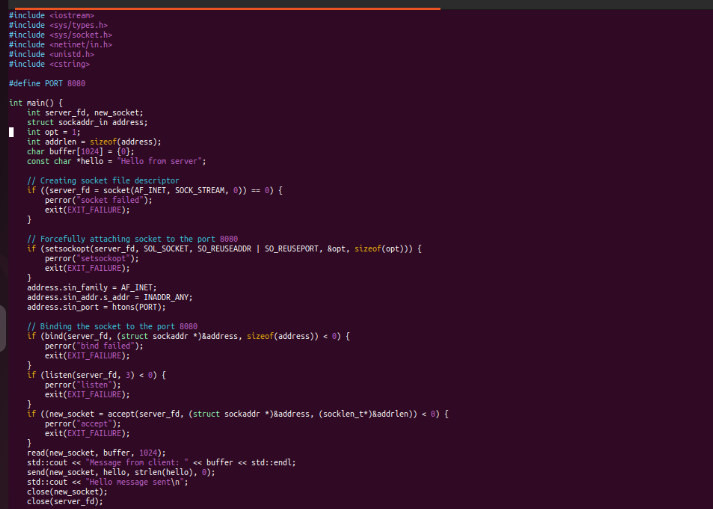
Consider the impact of signal handling on program execution and potential race conditions.

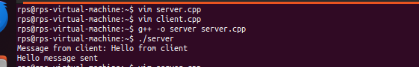
Investigate the use of sigaction for more advanced signal handling capabilities.

Explore the application of signal handling in real-world scenarios, such as timeouts, asynchronous events, and error handling.

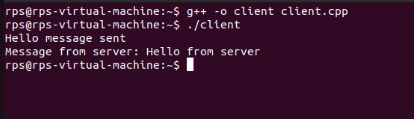




Code Server and client side: 

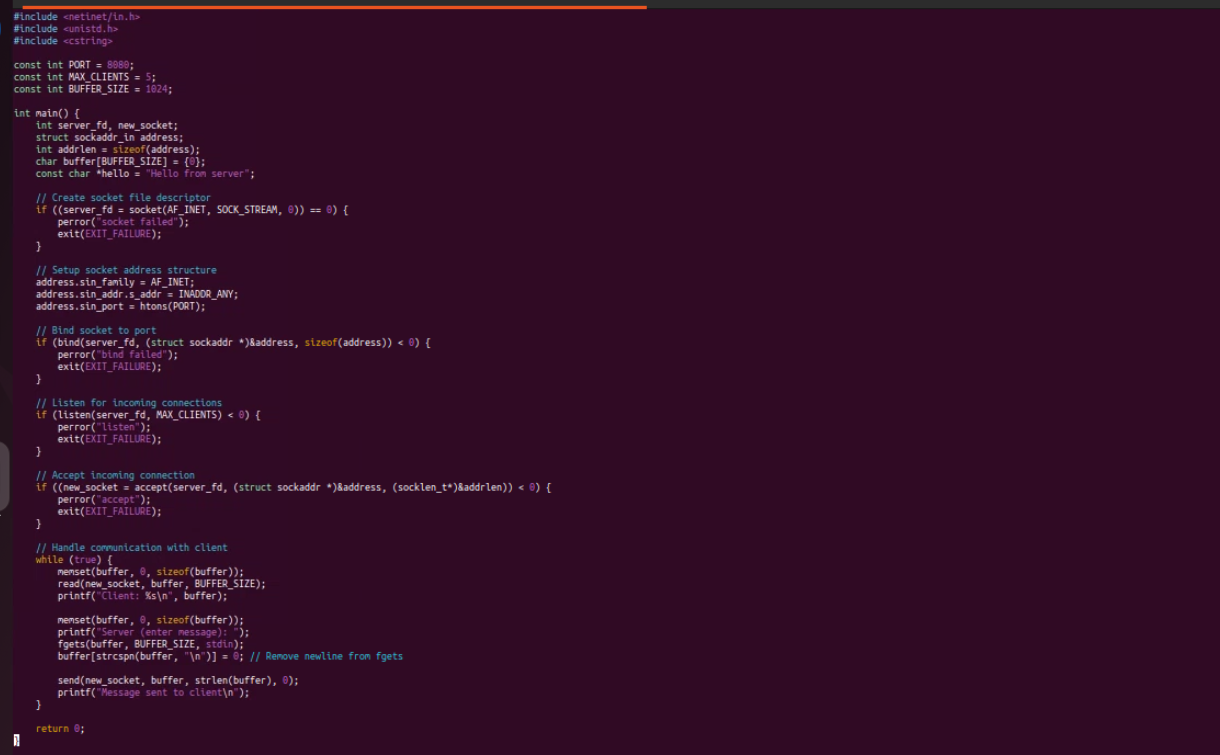


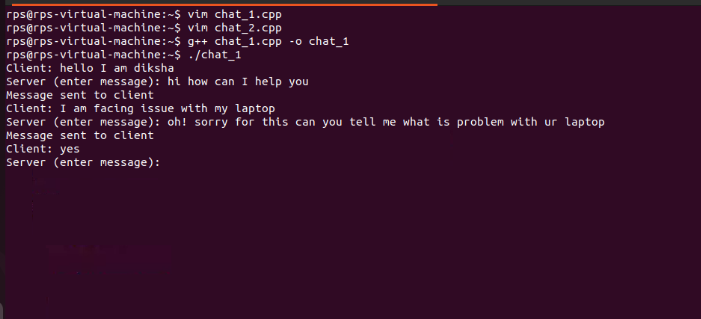




Chat server and client should be able to chat

Server.cpp





Client.cpp

