```c
#include <stdio.h>
#include <unistd.h>
#include <string.h>
#include <signal.h>

void sigcatch(int sig)
{
        printf("Waking up! Caught signal: %d\n", sig);
}

int main(void)
{
        struct sigaction act;
        memset(&act, 0, sizeof(act));
        act.sa_handler = sigcatch;

        sigaction(SIGABRT, &act, 0);
        sigaction(SIGTRAP, &act, 0);
        sigaction(SIGQUIT, &act, 0);

        while(1)
        {
                printf("sleeping .. ZZZzzz ...\n");
                sleep(1);
        }
}
```