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//process.c

/*****
* Process Management Server: Process
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* Description: This process is spawned from the Child server and waits for 100
* seconds and if not killed before reaching the end will signal the server to spawn
* a copy a new process to take it's place.
*****/

#include "process.h"

int main()
{
    signal(SIGINT, sigIntHandler);
    printf("Process %d started!\n", getpid());
    sleep(100);
    printf("Reached the end of process %d...\n", getpid());
    kill(getppid(), SIGUSR1);
    return 0;
}

// Handles kill command from Child Server
void sigIntHandler(int sigNum)
{
    printf("Process %d terminating...\n", getpid());
    exit(0);
}

```