

## How to implement periodic termination

In our project, it is a requirement that it terminate after 60 seconds. You can do this using signal handling. In particular:

```
#include <unistd.h>
#include <signal.h>

void signal_handler(int sig) {
    // code to send kill signal to all children based on their PIDs in
    // process table

    // code to free up shared memory

    exit(1);
}

int main() {

    // Turn on alarm handler
    signal(SIGALRM, signal_handler);

    // set up alarm call
    alarm(60);

}
```

This would cause that function to be executed exactly at 60 seconds and then terminate the code. Note that as this function doesn't take in anything but the type of the signal, you will likely have to use a global variable for your process table and shared memory in order for this signal handler to access those.