std::raise

Defined in header <csignal>

```
int raise( int sig );
```

Sends signal sig to the program. The signal handler (specified using the std::signal() function) is invoked.

If the user-defined signal handling strategy is not set using std::signal() yet, it is implementation-defined whether the signal will be ignored or default handler will be invoked.

Parameters

sig - the signal to be sent. It can be an implementation-defined value or one of the following values:

SIGABRT	
SIGFPE	
SIGILL	defines signal types (macro constant)
SIGINT	
SIGSEGV	
SIGTERM	

Return value

`0` upon success, non-zero value on failure.

Example

Run this code

```
#include <csignal>
#include <iostream>

void signal_handler(int signal)
{
    std::cout << "Received signal " << signal << '\n';
}

int main()
{
    // Install a signal handler
    std::signal(SIGTERM, signal_handler);

    std::cout << "Sending signal " << SIGTERM << '\n';
    std::raise(SIGTERM);
}
```

Possible output:

```
Sending signal 15
Received signal 15
```

See also

signal	sets a signal handler for particular signal (function)

C documentation for **raise**