# CSE2005L - Operating Systems Lab Lab 4 - Interprocess Communication

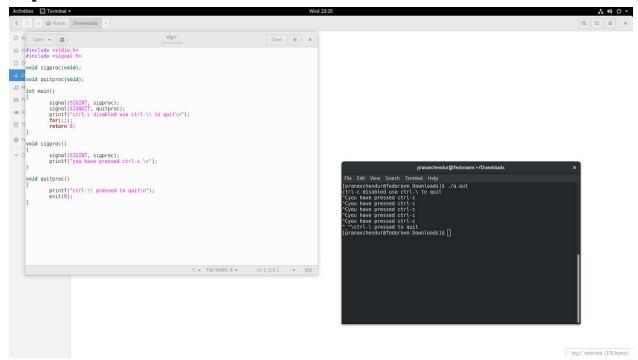
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### Code 1:

```
#include <stdio.h>
#include <signal.h>
void sigproc(void);
void quitproc(void);
int main()
     signal(SIGINT, sigproc);
      signal(SIGQUIT, quitproc);
     printf("ctrl-c disabled use ctrl-\\ to quit\n");
     for(;;);
     return 0;
}
void sigproc()
      signal(SIGINT, sigproc);
     printf("you have pressed ctrl-c \n");
}
void quitproc()
     printf("ctrl-\\ pressed to quit\n");
     exit(0);
}
```

#### Output:



# Code 2:

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

void sighup(); /* routines child will call upon sigtrap */
void sigint();
void sigquit();

int main()
{
   int pid;
     sleep(3);

   /* get child process */
   if ((pid = fork())<0) {
       perror("fork");
       exit(1);
   }

   printf("\n PID : %d \n",pid);</pre>
```

```
if (pid == 0)
     { /* child */
     printf("\n C PID : %d \n",pid);
       signal(SIGHUP, sighup); /* set function calls */
       signal(SIGINT, sigint);
       signal(SIGQUIT, sigquit);
       for(;;);
  else /* parent */
     { /* pid hold id of child */
     printf("\n P PID : %d \n",pid);
       printf("\nPARENT: sending SIGHUP\n\n");
       sleep(3); /* pause for 3 secs */
       kill(pid,SIGHUP);
       printf("\nPARENT: sending SIGINT\n\n");
       sleep(3); /* pause for 3 secs */
       kill(pid,SIGINT);
       printf("\nPARENT: sending SIGQUIT\n\n");
       sleep(3);
       kill(pid,SIGQUIT);
     return 0;
}
void sighup()
{ signal(SIGHUP, sighup); /* reset signal */
   printf("CHILD: I have received a SIGHUP\n");
}
void sigint()
{ signal(SIGINT, sigint); /* reset signal */
   printf("CHILD: I have received a SIGINT\n");
void sigquit()
{ printf("My DADDY has Killed me!!!\n");
  exit(0);
}
```

## Output:

