

# Advanced Programming

## COMS 3157

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1. Q1? (2 marks)
- (a) What is a signal?
  - (b) What is a signal handler?

**Ans:**

- (a) A small message that notifies a process that an event of some type has occurred.
- (b) A signal handler is a function that executes in response to the arrival and consumption of a signal. The signal handler *runs in the process that receives the signal*.

2. Do the `signal()` and `sigaction()` methods pause the flow of code? (1 mark)

**Ans:** No. The `signal()` and `sigaction()` functions allow the user to asynchronously handle these signals when the program receives these signals in the future. These functions do not pause the flow of code and wait for the signal to come in, they allow custom handling for when the specified signals are received in the future.

3. How would each of these signals be triggered? (4 marks)
- (a) SIGFPE
  - (b) SIGINT
  - (c) SIGTSTP
  - (d) SIGCONT

**Ans:**

- (a) **SIGFPE** is triggered by a floating-point exception, such as division by zero or overflow in arithmetic operations.
- (b) **SIGINT** is triggered when the user types **Ctrl+C** in the terminal. It is used to interrupt a running process.
- (c) **SIGTSTP** is triggered when the user types **Ctrl+Z** in the terminal. It is used to stop (suspend) a process temporarily.
- (d) **SIGCONT** is triggered when a stopped process (e.g., from **SIGTSTP**) is continued, typically by the **fg** or **bg** command.

4. Which two signals cannot be handled?

(2 marks)

**Ans:**

- (a) SIGKILL (9)
- (b) SIGSTOP (19)

5. Briefly explain each argument in `sigaction(int signum, const struct sigaction *act, struct sigaction *oldact)`

(3 marks)

- (a) `int signum`
- (b) `struct *act`

**Ans:**

- (a) `int signum`: signal number to handle
- (b) `struct *act`: pointer to a struct `sigaction` describing the new signal handler

6. What do each field for in the `sigaction` struct?

(4 marks)

- (a) `void (*sa_handler)(int);`
- (b) `void (*sa_sigaction)(int, siginfo_t *, void *);`
- (c) `sigset_t sa_mask;`
- (d) `int sa_flags;`

```

1  struct sigaction {
2      void      (*sa_handler)(int);
3      void      (*sa_sigaction)(int, siginfo_t *, void *);
4      sigset_t   sa_mask;
5      int       sa_flags;
6      void      (*sa_restorer)(void); // obsolete, ignore
7  };
8

```

Listing 1: sigaction struct

**Ans:**

- (a) void (\*sa\_handler)(int): function pointer to custom function that handles signal
- (b) void (\*sa\_sigaction)(int, siginfo\_t \*, void \*): a more advanced signal handler (alternative to sa\_handler)
- (c) sigset\_t sa\_mask: A set of signals to block during the execution of the handler. Prevents specific signals from interrupting the current handler.
- (d) int sa\_flags: Modifies behavior of the signal handler.

7. Briefly explain what each function does for sa\_mask in the sigaction struct (3 marks)

- (a) int sigemptyset(sigset\_t \*set)
- (b) int sigaddset(sigset\_t \*set, int signum)
- (c) int sigfillset(sigset\_t \*set)

**Ans:**

- (a) int sigemptyset(sigset\_t \*set): clears all signals that are blocked by the signal handler
- (b) int sigaddset(sigset\_t \*set, int signum): adds a signal specified by signum to the set of signals blocked by the signal handler
- (c) int sigfillset(sigset\_t \*set): blocks all signals, except SIGKILL (9) and SIGSTOP (19)

8. What does the function call memset() do here? (1 mark)

```

1 struct sigaction act;
2
3 memset (&act, '\0', sizeof(act));
4

```

Listing 2: memset()

**Ans:** Because the `sigaction` struct was declared as a stack variable, its fields may initially contain garbage values from previous computations. The `memset()` function is used to initialize all fields to `'\0'`, ensuring a clean state before setting specific fields.

9. What does `act = {0}` do here? (1 mark)

```

1 struct sigaction act;
2
3 act = {0};
4

```

Listing 3: act

**Ans:** It does the same thing as `memset()` previously, but makes it more concise. This syntax only works after version C99.

10. Suppose a SIGTERM signal comes in. What is the output? (1 mark)

```

1 static void hd1 (int sig, siginfo_t *siginfo, void *context)
2 {
3     printf("SIGTERM receieved.");
4 }
5
6 ....
7
8 struct sigaction act;
9
10 memset (&act, '\0', sizeof(act));
11
12 act.sa_sigaction = &hd1;
13 act.sa_flags = SA_SIGINFO;
14
15 if (sigaction(SIGTERM, &act, NULL) < 0)
16 {
17     perror("sigaction");
18     return 1;
19 }

```

## Listing 4: simple example

**Ans:** SIGTERM recieved.

11. What do the following keywords in C do? (2 marks)

- (a) volatile
- (b) sig\_atomic\_t

```
1 volatile sig_atomic_t signal_val = 0;
```

## Listing 5: keywords

**Ans:**

- (a) volatile: tells the compiler that this variable can be changed outside the current flow of code, so don't optimize or cache this value.
- (b) sig\_atomic\_t: ensures reads/writes are atomic (happens in one instruction) and not interrupted by signals

12. What does the raise(int iSig) function do? (1 mark)

**Ans:** Commands OS to send a signal of type iSig to calling process. Returns 0 to indicate success, non-0 to indicate failure.

```
1 iRet = raise(SIGINT);
2
```

## Listing 6: raise() example

raise(SIGINT) sends a 2/SIGINT signal to calling process.

13. What does the kill(pid\_t iPid, int iSig) function do? (1 mark)

**Ans:** Sends a iSig signal to the process iPid. Equivalent to raise(iSig) when iPid is the id of current process. You must own process pid (or have admin privileges).

```
1 iRet = kill(1234, SIGINT);
```

## Listing 7: kill() example

kill(1234, SIGINT) sends a 2/SIGINT signal to process 1234.

14. What is the output for each of these commands? The code is stored in a executable named "sleep". (2 marks)

(a) ./sleep 2 (Ctrl + C is not sent)

(b) ./sleep 5 (Ctrl + C is sent 4 seconds in)

```
1  void catch_signal(int sig) {
2      got_signal = 1;
3  }
4
5  int main(int argc, char *argv[]) {
6      if (argc != 2) {
7          fprintf(stderr, "Usage: %s <seconds>\n", argv[0]);
8          return EXIT_FAILURE;
9      }
10
11     int max_snooze_secs = atoi(argv[1]);
12     if (max_snooze_secs <= 0) {
13         fprintf(stderr,
14             "Error: Invalid number of seconds '%s' for max snooze
15             time.\n",
16             argv[1]);
17         return EXIT_FAILURE;
18     }
19
20     struct sigaction action = {0};
21     action.sa_handler = catch_signal;
22     action.sa_flags = SA_RESTART;
23     if (sigaction(SIGINT, &action, NULL) == -1) {
24         perror("sigaction");
25         return EXIT_FAILURE;
26     }
27
28     int count = 0;
29     while (!got_signal && count < max_snooze_secs) {
30         sleep(1);
31         count++;
32     }
33     printf("Slept for %d of the %d seconds allowed.\n",
34         count, max_snooze_secs);
35
36     return EXIT_SUCCESS;
37 }
38
```

Listing 8: kill() example

**Ans:**

- (a) Slept for 2 of the 2 seconds allowed.
- (b) Slept for 4 of the 5 seconds allowed.

15. Answer the following questions about the alarm(int time) function.

(2 marks)

- (a) What does the alarm(int time) function do?
- (b) What happens if the time argument is set to 0?

**Ans:**

- (a) The alarm function sends the SIGALARM (14) signal, which you can use to catch using the signal function. Below is an example:

```
1 static void myHandler(int iSig)
2 {
3     printf("In myHandler with argument %d\n", iSig);
4     alarm(2); /* Set another alarm */
5 }
6
7 int main(void)
8 {
9     signal(SIGALARM, myHandler);
10    alarm(2); /* Set an alarm */
11    printf("Entering an infinite loop\n");
12    for (;;)
13        ;
14    return 0;
15 }
16
```

Listing 9: alarm() example

In this code, this would cause an alarm to be set every two seconds, and then the print statement in the signal handler would be printed.

- (b) alarm(0) cancels any pending alarm that has not gone off from any previous alarm() calls.