

# COMS3157: Advanced Programming

## Signals

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1. Q1? (2 marks)
  - (a) What is a signal?
  - (b) What is a signal handler?
2. Do the `signal()` and `sigaction()` methods pause the flow of code? (1 mark)
3. How would each of these signals be triggered? (4 marks)
  - (a) SIGFPE
  - (b) SIGINT
  - (c) SIGTSTP
  - (d) SIGCONT
4. Which two signals cannot be handled? (2 marks)
5. Briefly explain each argument in `sigaction(int signum, const struct sigaction *act, struct sigaction *oldact)` (3 marks)
  - (a) `int signum`
  - (b) `struct *act`
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  };
```

Listing 1: `sigaction` struct

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)

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

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

Listing 2: memset()

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

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

Listing 3: act

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

11. What is the output of the code in these two scenarios? (2 marks)

- (a) Sending a SIGINT signal through Ctrl + C immediately after the code runs.

(b) Sending a SIGINT signal after 6 seconds.

```
1 void sig_handler_2(int signum) {
2     sleep(signum); // sleep for duration equal to signal number
3     printf("%d\n", signum);
4 }
5
6 void B(void) {
7     struct sigaction sa;
8     memset(&sa, 0, sizeof(sa)); // Zero out the struct
9     sa.sa_handler = sig_handler_2; // Set handler function
10    sigemptyset(&sa.sa_mask); // Initialize signal mask to
    empty
11    sigaddset(&sa.sa_mask, SIGINT); // Block SIGINT during
    handler
12
13    sigaction(SIGQUIT, &sa, NULL); // Set handler for SIGQUIT
14
15    kill(getpid(), SIGQUIT); // Send SIGQUIT to self
16    sleep(2); // Sleep after sending signal
17    printf("%d\n", 200);
18 }
19
20 int main(void) {
21     B();
22     return 0;
23 }
```

Listing 5: pending signals

12. What is the output of the code? If a process was terminated, write "TERM". (1 mark)

```
1 void C(void) {
2     struct sigaction sa = {0}; /* memset struct to 0 */
3     sa.sa_handler = sig_handler_1;
4     pid_t pid = fork();
5     if (pid == 0) {
6         sigaction(SIGTERM, &sa, NULL);
7         sleep(2);
8         kill(getppid(), SIGTERM);
9         kill(getpid(), SIGKILL);
10    }
11 }
12
13 int main(void) {
14     C();
15     return 0;
16 }
```

Listing 6: signals and fork

13. 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 7: keywords

- 14. What does the raise(int iSig) function do? (1 mark)
- 15. What does the kill(pid\_t iPid, int iSig) function do? (1 mark)
- 16. 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
time.\n",
15             argv[1]);
16         return EXIT_FAILURE;
17     }
18
19     struct sigaction action = {0};
20     action.sa_handler = catch_signal;
21     action.sa_flags = SA_RESTART;
22     if (sigaction(SIGINT, &action, NULL) == -1) {
23         perror("sigaction");
24         return EXIT_FAILURE;
25     }
26
27     int count = 0;
28     while (!got_signal && count < max_snooze_secs) {
29         sleep(1);
30         count++;
31     }
32     printf("Slept for %d of the %d seconds allowed.\n",
33         count, max_snooze_secs);
```

```

34
35     return EXIT_SUCCESS;
36 }

```

Listing 10: sleep() example

17. 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?

18. If SIGALRM is not caught, what is the default behavior of SIGALRM? (1 mark)

19. What is the output of this code? (1 mark)

```

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(SIGALRM, myHandler);
10    alarm(2); /* Set an alarm */
11    printf("Entering an infinite loop\n");
12    for (;;)
13    ;
14    return 0;
15 }

```

Listing 11: alarm() example

20. What is the output for each of these scenarios? (1 mark)

- (a) you enter the number '4' after 4 seconds
- (b) you enter the number '7' after 7 seconds

```

1 static void myHandler(int iSig)
2 {
3     printf("\nSorry. You took too long.\n");
4     exit(EXIT_RETURN);
5 }
6
7 intn main(void)
8 {
9     int i;
10    signal(SIGALRM, myHandler);
11    printf("Enter a number: ");
12    alarm(5);
13    scanf("%d", &i);

```

```
14     alarm(0);  
15     printf("You entered the number %d.\n", i);  
16     return 0;  
17 }
```

Listing 12: time bomb example