```c
1   #ifndef SIGNALHANDLER_H_
2   #define SIGNALHANDLER_H_
3
4   #include <signal.h>
5   #include <stdio.h>
6   #include <memory.h>
7
8   #include "EventHandler.h"
9
10  class SignalHandler {
11
12  private:
13      static SignalHandler *instance;
14      static EventHandler *signal_handlers[NSIG];
15
16      SignalHandler(void);
17
18      static void dispatcher(int signum);
19
20  public:
21      static SignalHandler *getInstance();
22
23      static void destruir();
24
25      EventHandler *registrarHandler(int signum, EventHandler *eh);
26
27      int removerHandler(int signum);
28
29  };
30
31  #endif /* SIGNALHANDLER_H_ */
```