

May 24, 20 1:14

SignalHandler.cpp

Page 1/1

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1  #include "SignalHandler.h"
2
3  SignalHandler *SignalHandler::instance = NULL;
4  EventHandler *SignalHandler::signal_handlers[NSIG];
5
6  SignalHandler::SignalHandler() {
7  }
8
9  SignalHandler *SignalHandler::getInstance() {
10
11     if (instance == NULL)
12         instance = new SignalHandler();
13
14     return instance;
15 }
16
17 void SignalHandler::destruir() {
18     if (instance != NULL) {
19         delete (instance);
20         instance = NULL;
21     }
22 }
23
24 EventHandler *SignalHandler::registrarHandler(int signum, EventHandler *eh) {
25
26     EventHandler *old_eh = SignalHandler::signal_handlers[signum];
27     SignalHandler::signal_handlers[signum] = eh;
28
29     struct sigaction sa;
30     memset(&sa, 0, sizeof(sa));
31     sa.sa_handler = SignalHandler::dispatcher;
32     sigemptyset(
33         &sa.sa_mask);    // inicializa la mascara de seniales a bloquear
34     // durante la ejecucion del handler como vacio
35     sigaddset(&sa.sa_mask, signum);
36     sigaction(signum, &sa, 0);    // cambiar accion de la senial
37
38     return old_eh;
39 }
40
41 void SignalHandler::dispatcher(int signum) {
42
43     if (SignalHandler::signal_handlers[signum] != 0)
44         SignalHandler::signal_handlers[signum]->handleSignal(signum);
45 }
46
47 int SignalHandler::removerHandler(int signum) {
48
49     SignalHandler::signal_handlers[signum] = NULL;
50     return 0;
51 }

```