

May 24, 20 1:14

## EventHandler.h

Page 1/1

```
1  #ifndef EVENTHANDLER_H_
2  #define EVENTHANDLER_H_
3
4  class EventHandler {
5
6  public:
7      virtual int handleSignal(int signum) = 0;
8
9      virtual ~EventHandler() {};
10 };
11
12 #endif /* EVENTHANDLER_H_ */
```