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