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SignalHandler.h

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```
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_ */
```