

Implement system call suspends the calling process until a signal is received

```
#include <stdio.h>
```

```
#include <unistd.h>
```

```
#include <signal.h>
```

```
#include <errno.h>
```

```
void handler(int sig) {
```

```
    // Just print something for demonstration
```

```
    printf("Signal %d received\n", sig);
```

```
}
```

```
int main() {
```

```
    signal(SIGINT, handler); // Set up signal handler
```

```
    char *data = "Hello\n";
```

```
    ssize_t result = write(1, data, 6); // writing to stdout
```

```
    if (result == -1 && errno == EINTR) {
```

```
        perror("write was interrupted by signal");
```

```
    } else {
```

```
        printf("write completed, wrote %zd bytes\n", result);
```

```
    }
```

```
    return 0;
```

}