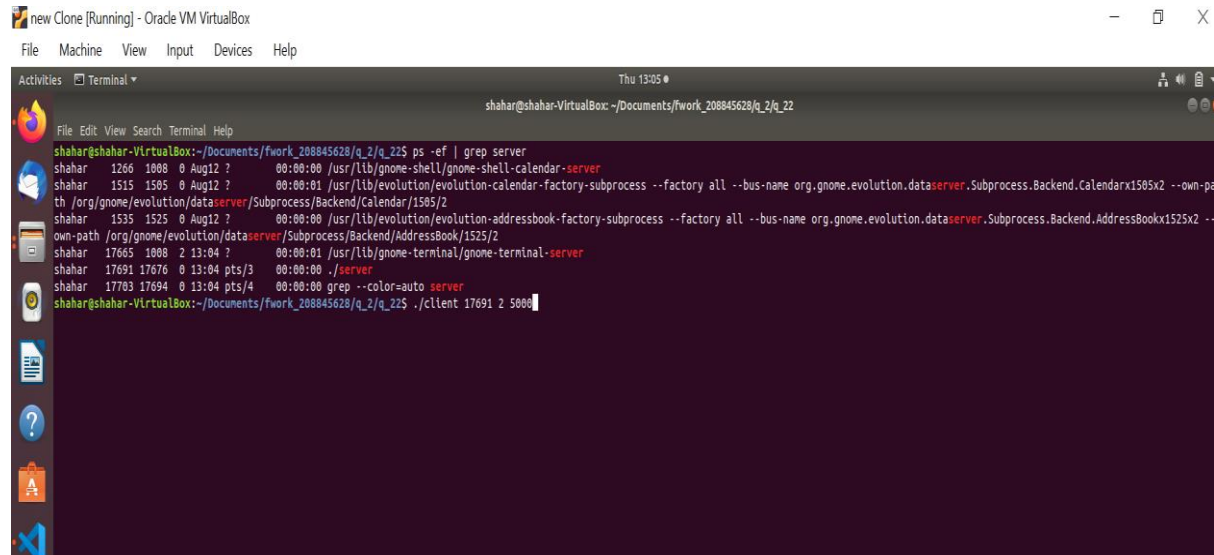
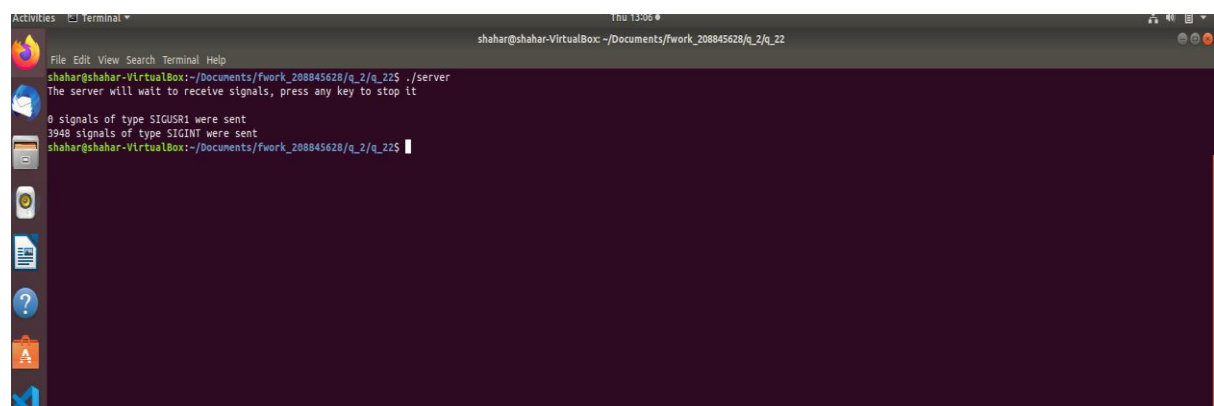


Question 2 2:

1)



```
shahar@shahar-VirtualBox: ~/Documents/fwork_208845628/q_2/q_22$ ps -ef | grep server
shahar 1266 1088 0 Aug12 ? 00:00:00 /usr/lib/gnome-shell/gnome-shell-calendar-server
shahar 1515 1505 0 Aug12 ? 00:00:01 /usr/lib/evolution/evolution-calendar-factory-subprocess --factory all --bus-name org.gnome.evolution.dataserver.Subprocess.Backend.Calendarx1505x2 --own-path /org.gnome/evolution/dataserver/Subprocess/Backend/Calendar/1505/2
shahar 1535 1525 0 Aug12 ? 00:00:00 /usr/lib/evolution/evolution-addressbook-factory-subprocess --factory all --bus-name org.gnome.evolution.dataserver.Subprocess.Backend.AddressBookx1525x2 --own-path /org.gnome/evolution/dataserver/Subprocess/Backend/AddressBook/1525/2
shahar 17665 1088 2 13:04 ? 00:00:01 /usr/lib/gnome-terminal/gnome-terminal-server
shahar 17691 17676 0 13:04 pts/3 00:00:00 ./server
shahar 17703 17694 0 13:04 pts/4 00:00:00 grep --color=auto server
shahar@shahar-VirtualBox: ~/Documents/fwork_208845628/q_2/q_22$ ./client 17691 2 5000
```



```
shahar@shahar-VirtualBox: ~/Documents/fwork_208845628/q_2/q_22$ ./server
The server will wait to receive signals, press any key to stop it.

0 signals of type SIGUSR1 were sent
3948 signals of type SIGINT were sent
shahar@shahar-VirtualBox: ~/Documents/fwork_208845628/q_2/q_22$
```

In the first terminal I ran the server and waited the client will send signals.

Meanwhile I used the `ps -ef | grep` command to find the server's pid and used it to run the client.

In the screenshots we can see that less signals was received than the signals we have sent.

2)

Standard signals :

Disadvantage- Process can handle only one instance of a given single type in the same time, other signals are not queued, the system will ignore them till the process finishes handling the current one.

Advantage- Standard signals are a fixed list, and can be identified in the code by a fixed number. No need to check if the signal number is supported by the system or not.

Real Time signals :

Advantage - Real time signals of same type can be queued and they are not ignored while the process is handling an instance of the single type

Disadvantage - We can't refer to real time signals by using fixed numbers like we do in standard signals, we have to use the SIGRTMIN + a number, and always do check that we didn't exceeded SIGRTMAX