

3/26/21

Lab 7

1. ~~★★~~ In code

2. I completed this by sending a signal defect back to the calling process in the signal handler. The signal that I deflected was a SIGKILL. In order for me to get ctrlc2.c to be the same as ctrlc1.c, I added the flag SA_RESETHAND to the sigaction struct which resets the signal action to

SIG_DFL on receipt.

3. ~~★★~~In code

4. ~~★★~~In code

5. ~~★★~~In code