gets characters until a newline typed, then goes into an infinite loop

uses signals to count ctrl-c’s typed at keyboard until newline typed

Write another process to print out any inputted strings

#include <stdio.h>  
 #include <signal.h>  
 #include <unistd.h>  
  
 int ctrl\_C\_count = 0;  
 void (\* old\_handler)(int);  
 void ctrl\_c(int);  
  
 main () {  
 int c;  
 old\_handler = signal (SIGINT, ctrl\_c );  
  
 while ((c = getchar()) != ‘\n’);  
  
 printf(“ctrl\_c count = %d\n”, ctrl\_c\_count);  
  
 (void) signal (SIGINT, old\_handler);

for (;;);  
 }  
  
 void ctrl\_c(int signum) {  
 (void) signal (SIGINT, ctrl\_c); // signals are automatically reset  
 ++ctrl\_c\_count;  
 }

* see also the POSIX *sigaction()* call - more complex but better