

TD no 6
Signaux : envoi et capture

Exercice 1 []

Motivation : fonction `kill` et action par défaut à la réception de signaux (exple : `SIGUSR1` termine le processus).

Exercice 2 []

Motivation : L'utilisateur fournit une fonction pour traiter le signal. Utilisation de `sigaction` et `struct sigaction`.

kill

L'appel système `kill` peut être utilisé pour envoyer un signal à un processus ou à un groupe de processus.

KILL(2)

Linux Programmer's Manual

KILL(2)

NAME

`kill` - send signal to a process

SYNOPSIS

```
#include <sys/types.h>
#include <signal.h>
```

```
int kill(pid_t pid, int sig);
```

DESCRIPTION

The `kill` system call can be used to send any signal to any process group or process.

If `pid` is positive, then signal `sig` is sent to `pid`.

If `pid` equals 0, then `sig` is sent to every process in the process group of the current process.

If `pid` equals -1, then `sig` is sent to every process except for process 1 (`init`), but see below.

If `pid` is less than -1, then `sig` is sent to every process in

the process group -pid.

If sig is 0, then no signal is sent, but error checking is still performed.

RETURN VALUE

On success, zero is returned. On error, -1 is returned, and errno is set appropriately.

On peut aussi envoyer des signaux à partir d'un autre terminal en utilisant `kill -s signal pid`

signal

Pour positionner l'action, il y a :

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

```
int (*signal(int sig,void (*func)(int)))(int);
```

(variante: void au lieu de int) La fonction peut être SIG_DFL, SIG_IGN ou l'adresse

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

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

```
int i = 0;
```

```
void onsig(int code) {
```

```
    fprintf(stderr, "\nSignal %d, i=%d\n", code, i);
```

```
    if (code == SIGQUIT) exit(1);
```

```
    signal(code, onsig);
```

```
}
```

```
main() {
```

```
    signal(SIGINT, onsig);
```

```
    signal(SIGTERM, onsig);
```

```
    signal(SIGQUIT, onsig);
```

```
    while (1) {
```

```
        if (++i % 100000 == 0) fprintf(stderr, ".");
```

```
    }
```

```
    exit(0);
```

```
}
```

Le signal SIGINT correspond à l'interruption du terminal (CTRL-C).

Son action par dfaut est la terminaison.

sigaction

SYNOPSIS

```
#include <signal.h>

int sigaction(int signum, const struct sigaction *act, struct sigaction
*oldact);

int sigprocmask(int how, const sigset_t *set, sigset_t *oldset);

int sigpending(sigset_t *set);

int sigsuspend(const sigset_t *mask);
```

DESCRIPTION

The `sigaction` system call is used to change the action taken by a process on receipt of a specific signal.

`signum` specifies the signal and can be any valid signal except `SIGKILL` and `SIGSTOP`.

If `act` is non-null, the new action for signal `signum` is installed from `act`. If `oldact` is non-null, the previous action is saved in `oldact`.

The `sigaction` structure is defined as something like

```
struct sigaction {
    void (*sa_handler)(int);
    void (*sa_sigaction)(int, siginfo_t *, void *);
    sigset_t sa_mask;
    int sa_flags;
    void (*sa_restorer)(void);
}
```