Signals

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Signals are a Unix invention for asynchronous signaling, and were integrated into the C standard (<signal.h>). When a process receives a signal (send by hardware, or another process using `raise()`), a *signal handler* is called. A signal handler is a C function that handles the signal; which function to call on which signal is defined by passing its function pointer to the `signal()` function. (If no signal handler is defined for a given signal, a `raise()` of that signal aborts the program.)

Handling

Signal handling is *tricky*, since it breaks the single-control-flow structure of a C program. Not only that but in C, almost nothing is atomic, not even something like i++ (unless i is of type sig_atomic_t)---note that C11 adds more atomicity support. Make sure you read the manuals.

See Also

- The Linux Signals Handling Model (http://www.linuxjournal.com/article/3985)
- Introduction to Unix Signals Programming (http://users.actcom.co.il/~choo/lupg/tutorials/signals/signals-programming.html)

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