



CS 241 Discussion Section
(26/04/12)

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Review: signals

Asynchronous notification to a process
indicating some action should be taken

Sending signals to a process:

```
kill -<signal> <pid>
```

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

We can signal individual threads, too:

```
int pthread_kill(thread_t tid, int sig);
```

What can we do with signals?

- Handle them!
 - Default or Ignore
 - Custom function with `sigaction`
- Block them!
 - Delay delivery with masks
 - Then we can `sigwait` to get them.

One function to rule them all

```
void ( *signal(int signum, void  
(*handler)(int)) ) (int);
```

But what does it all mean?

One function to rule them all

Symbol

```
void ( *signal(int signum, void  
(*handler)(int)) ) (int);
```

But what does it all mean?

One function to rule them

Symbol all Function Args

```
void ( *signal(int signum, void  
(*handler)(int)) ) (int);
```

But what does it all mean?

One function to rule them

all

Symbol

Function Args

```
void ( *signal(int signum, void  
(*handler)(int)) ) (int); Return Type
```

But what does it all mean?

One function to rule them all

```
void ( *signal(int signum, void (*handler)  
(int)) ) (int);
```

But what does it all mean?

```
typedef void (*sighandler_t)(int);
```

```
    sighandler_t signal(int signum,  
sighandler_t handler);
```

HTTP Header

- Components of the message header of requests and responses in the Hypertext Transfer Protocol (HTTP)

```
GET / HTTP/1.1\r\nHost: google.com\r\nConnection: close\r\nUser-Agent: Mozilla/5.0 (Windows NT 6.1; WOW64; rv:11.0) Gecko/20100101 Firefox/11.0\r\nAccept-Encoding: gzip\r\nAccept-Charset: ISO-8859-1,UTF-8;q=0.7,*;q=0.7\r\nCache-Control: no-cache\r\nAccept-Language: de,en;q=0.7,en-us;q=0.3\r\n\r\n
```

Code Examples

`ds12/signals.c`