CS 241 Discussion Section
(26/04/12)
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• Signals
• MP8 - HTTP Headers
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

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);

Function Args

But what does it all mean?
One function to rule them all

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<td>void ( *signal(int signum, void (*handler)(int)) ) (int);</td>
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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
Host: google.com
Connection: close
User-Agent: Mozilla/5.0 (Windows NT 6.1; WOW64; rv:11.0) Gecko/20100101 Firefox/11.0
Accept-Encoding: gzip
Accept-Charset: ISO-8859-1,UTF-8;q=0.7,*;q=0.7
Cache-Control: no-cache
Accept-Language: de,en;q=0.7,en-us;q=0.3
```


Code Examples

ds12/signals.c