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/* sig_sample1.c */
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <signal.h>

void main()
{
    static struct sigaction act;
    void catchint(int);
    int i;

    act.sa_handler = catchint;

    sigfillset(&(act.sa_mask));
    sigaction(SIGINT, &act, NULL);

    for (i = 0; i < 10; i++) {
        sleep(1);
        printf("sleep call #%d\n", i);
    }

    printf("exiting\n");
    exit(0);
}

void catchint(int signo)
{
    printf("CATCHINT : signo = %d\n", signo);
    printf("CATCHINT : returning\n");
}
```