```c
/* sig_sample2.c */
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <signal.h>

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

        act.sa_handler = SIG_IGN;

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

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

        act.sa_handler = SIG_DFL;
        sigaction(SIGINT, &act, NULL);

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