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Rocky Enterprise Linux 9.2 Manual Pages on command 'sleep.3'

\$ man sleep.3

SLEEP(3) Linux Programmer's Manual SLEEP(3)

NAME

sleep - sleep for a specified number of seconds

SYNOPSIS

```
#include <unistd.h>

unsigned int sleep(unsigned int seconds);
```

DESCRIPTION

sleep() causes the calling thread to sleep either until the number of real-time seconds specified in seconds have elapsed or until a signal arrives which is not ignored.

RETURN VALUE

Zero if the requested time has elapsed, or the number of seconds left to sleep, if the call was interrupted by a signal handler.

ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

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?Interface	? Attribute	? Value	?
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?sleep() ? Thread safety ? MT-Unsafe sig:SIGCHLD/linux ?

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CONFORMING TO

POSIX.1-2001, POSIX.1-2008.

NOTES

On Linux, sleep() is implemented via nanosleep(2). See the nanosleep(2) man page for a

discussion of the clock used.

Portability notes

On some systems, `sleep()` may be implemented using `alarm(2)` and `SIGALRM` (POSIX.1 permits this); mixing calls to `alarm(2)` and `sleep()` is a bad idea.

Using `longjmp(3)` from a signal handler or modifying the handling of `SIGALRM` while sleeping will cause undefined results.

SEE ALSO

`sleep(1)`, `alarm(2)`, `nanosleep(2)`, `signal(2)`, `signal(7)`

COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.

GNU

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