

**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)**.

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

**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 5.05 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/>.