



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

C:\>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).

??

?Interface ? Attribute ? Value ?

??

?sleep() ? 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/>.

GNU

2017-09-15

SLEEP(3)