



Linux Ubuntu 26.04 Manual Pages on command 'sleep.3'

\$ man sleep.3

sleep(3) Library Functions Manual sleep(3)

NAME

sleep - sleep for a specified number of seconds

LIBRARY

Standard C library (libc, -lc)

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

VERSIONS

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

cussion of the clock used.

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.

STANDARDS

POSIX.1-2008.

HISTORY

POSIX.1-2001.

CAVEATS

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)`

Linux man-pages 6.17

2026-02-08

`sleep(3)`