#### **NAME**

sem\_destroy - destroy an unnamed semaphore

### **LIBRARY**

```
Standard C Library (libc, -lc)
```

# **SYNOPSIS**

```
#include <semaphore.h>
int
sem_destroy(sem_t *sem);
```

# **DESCRIPTION**

The **sem\_destroy**() function destroys the unnamed semaphore pointed to by *sem*. After a successful call to **sem\_destroy**(), *sem* is unusable until re-initialized by another call to sem\_init(3).

### RETURN VALUES

The **sem\_destroy**() function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

### **ERRORS**

The **sem\_destroy**() function will fail if:

[EINVAL] The *sem* argument points to an invalid semaphore.

[EBUSY] There are currently threads blocked on the semaphore that *sem* points to.

# **SEE ALSO**

sem\_init(3)

### **STANDARDS**

The **sem\_destroy**() function conforms to ISO/IEC 9945-1:1996 ("POSIX.1").

POSIX does not define the behavior of **sem\_destroy**() if called while there are threads blocked on *sem*, but this implementation is guaranteed to return -1 and set *errno* to EBUSY if there are threads blocked on *sem*.