NAME

sleep - suspend thread execution for an interval measured in seconds

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <unistd.h>

unsigned int
sleep(*unsigned int seconds*);

DESCRIPTION

The **sleep**() function suspends execution of the calling thread until either *seconds* seconds have elapsed or a signal is delivered to the thread and its action is to invoke a signal-catching function or to terminate the thread or process. System activity may lengthen the sleep by an indeterminate amount.

This function is implemented using nanosleep(2) by pausing for *seconds* seconds or until a signal occurs. Consequently, in this implementation, sleeping has no effect on the state of process timers, and there is no special handling for SIGALRM.

RETURN VALUES

If the **sleep**() function returns because the requested time has elapsed, the value returned will be zero. If the **sleep**() function returns due to the delivery of a signal, the value returned will be the unslept amount (the requested time minus the time actually slept) in seconds.

SEE ALSO

nanosleep(2), usleep(3)

STANDARDS

The **sleep**() function conforms to IEEE Std 1003.1-1990 ("POSIX.1").

HISTORY

A **sleep**() function appeared in Version 7 AT&T UNIX.