

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 4.16 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/>.