Task Death Source Handler

```
mach_msg_header_t * msg;
msg = alloca(MSG_SIZE);

// consume the message
(void) mach_msg( msg, MACH_RCV_MSG, MSG_SIZE,
    MSG_SIZE, death_port, 0, MACH_PORT_NULL );

// the task has gone-- log the crash report
// we only do this once the app is gone, in case
// a logged exception isn't fatal
backtrace_log();

// the task we're watching is gone: quit now
dispatch_source_cancel( exc_source );
dispatch_source_cancel( death_source );
```

Running it

- Dispatch sources are created in a suspended state, so we must call `dispatch_resume()` on them all

- This is a vanilla C app, so we run the event loop using `dispatch_main()`

- There is no step three.