

Pseudocode for receiver.cpp

**receiver.cpp**

```
initialize(shared memory, message queue, shared memory pointer) {
```

```
    Open file
```

```
    If failed to open
```

```
        Return
```

```
    Write to file
```

```
    Close file
```

```
    Generate a file key
```

```
    Connect to shared memory
```

```
    Connect to message queue
```

```
}
```

```
mainLoop() {
```

```
    Open file
```

```
    If unable to open
```

```
        Generate an error
```

```
    Keep receiving data until the sender tells us to stop
```

```
    If the sender has not signaled its done
```

```
        Write the shared memory to a file
```

```
}
```

```
cleanup(shared memory, message queue, share memory pointer) {
```

```
    Detach from shared memory
```

```
    Deallocate the shared memory
```

```
    Deallocate the message queue
```

```
}
```

```
ctrlCsignal(signal) {  
    Clean up system resources  
}
```

```
main() {  
    Initialize  
  
    Loop while receiving messages  
  
    Clean up system resources when loop is finished  
}
```