

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  
}
```