PeerMessage + action(actor) + encode(): bytes + decode(data: bytes) ChokeMsg RequestMsg + id = 0+ id = 6+ str (): str + msg struct = '>lblll' + RequestMsg(index: int, begin: int, length: int) + encode(): bytes + decode(data: bytes) **UnchokeMsg** + __str__(): str + id = 1+ str (): str **PieceMsg** + id = 7InterestedMsg + msg len = 9+ id = 2+ PieceMsg(index: int, begin: int, block: bytes) + msg struct = '>lb' + decode(data: bytes) + encode(): bytes + __str__(): str + decode(data: bytes) **NotInterestedMsg** CancelMsg + id = 3+ id = 8+ CancelMsg(index: int, begin: int, length: int) + decode(data: bytes) + str (): str **HaveMsg** + id = 4+ HaveMsg(index: int) **PortMsg** + decode(data: bytes) + __str__(): str + id = 9**BitFieldMsg HandshakeMsg** + id = 5+ None + BitFieldMsg(data: bytes) + pname = b'BitTorrent protocol' + decode(data: bytes) + length = 49 + len(pname)+ __str__(): str + msg_struct = '>B19s8x20s20s' + HandshakeMsg(info hash: bytes, peer id: str) + encode(): bytes + decode(data: bytes) KeepAliveMsg + __str__(): str + id = None + __str__(): str