

```

class DBS1 peer : STS1 peer(load_balancer, splitters_tracker, channel)
    function main(load_balancer, splitters_tracker, channel)
        connected_splitter = STS_Peer.main(load_balancer, splitters_tracker, channel)
        join_team(connected_splitter)
        :
    function join_team(splitter)
        ["hello"]  $\Rightarrow$  plitter
        for all  $P \in$  [list_of_peers]  $\leftarrow$  splitter do
            ["hello"]  $\rightarrow P$ 
    function get_chunk()
        [message]  $\leftarrow X$ 
        if message.length() < MAX_MESSAGE_LENGTH then
            return control_message(message, X)
        else
            return stream_message(message, X)
    function control_message(message, sender)
        if message[0] = "HELLO_CODE" then
            add_neighbor(sender)
        :
    function add_neighbor(sender)
        forward[Peer.me].append(sender)
        :
        :

```