Sendable

+ send_to_server(stream: TCPStream)
+ send_to_client(stream: TCPStream)

Receivable

+ process_on_server()
+ process_on_client()

MessageParser

+ parse(read_bytes: Vec<u8>) : Result<T, E>

KeepAlive

+ new()

Choke

+ new()

Unchoke

+ new()

Interested

+ new()

NotInterested

+ new()

Have

+ new(piece_index: i32)

Bitfield

+ new()

Request

+ new(index: i32, begin: i32, length: i32): void

Piece

+ new(index: i32, begin: i32, block: i32): void

Cancel

+ new(index: i32, begin: i32, length: i32): void

Handshake

+ new(peer_id: String, info_hash: [u8;20]): void