发起握手

```
MPushClient  handshake()
    @Override
    public void handshake() {
        SessionContext context = connection.getSessionContext();
        context.changeCipher(CipherBox.INSTANCE.getRsaCipher());
        HandshakeMessage message = new HandshakeMessage(connection);
        message.clientKey = CipherBox.INSTANCE.randomAESKey();
        message.iv = CipherBox.INSTANCE.randomAESIV();
        message.deviceId = config.getDeviceId();
        message.osName = config.getOsName();
        message.osVersion = config.getOsVersion();
        message.clientVersion = config.getClientVersion();
        message.maxHeartbeat = config.getMaxHeartbeat();
        message.minHeartbeat = config.getMinHeartbeat();
        message.encodeBody();
        ackRequestMgr.add(message.getSessionId(), AckContext
                .build(this)
                .setRequest(message.getPacket())
                .setTimeout(config.getHandshakeTimeoutMills())
                .setRetryCount(config.getHandshakeRetryCount())
        );
        logger.w("<<< do handshake, message=%s", message);
        message.send();
        context.changeCipher(new AesCipher(message.clientKey, message.iv));
    }
```

1、获取SessionContext

2、设置RSA加密解密类到上下文SessionContext（握手用RSA）

3、包装握手消息HandshakeMessage

4、超时处理+重试处理

5、发送消息到推送服务端

6、发送完，设置AES加密解密类到上下文SessionContext（其他用AES）