



- The second argument is `-1`
 - This is the replication offset, it is `-1` because this is the first time the replica is connecting to the master.

The final command you receive will look something like this:

```
*3\r\n$5\r\nPSYNC\r\n$1\r\n?\r\n$2\r\n-1\r\n
```

(That's `["PSYNC", "?", "-1"]` encoded as a RESP Array)

The master needs to respond with `+FULLRESYNC <REPL_ID> 0\r\n` ("FULLRESYNC 0" encoded as a RESP Simple String). Here's what the response means:

- `FULLRESYNC` means that the master cannot perform incremental replication with the replica, and will thus start a "full" resynchronization.
- `<REPL_ID>` is the replication ID of the master. You've already set this in the "Replication ID & Offset" stage.
 - As an example, you can hardcode `8371b4fb1155b71f4a04d3e1bc3e18c4a990aeeb` as the replication ID.
- `0` is the replication offset of the master. You've already set this in the "Replication ID & Offset" stage.

Tests

The tester will execute your program like this:

```
./spawn_redis_server.sh --port <PORT>
```

It'll then connect to your TCP server as a replica and execute the following commands:

Ready to run tests...

Show logs