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Receive handshake (1/2) #FJ0   Pending

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In this stage, we'll start implementing support for receiving a replication handshake as a master.

Handshake (continued from previous stage)

We'll now implement the same handshake we did in the previous stages, but on the master instead of the replica.

As a recap, there are three parts to the handshake:

- The master receives a `PING` from the replica

  - Your Redis server already supports the `PING` command, so there's no additional work to do here

- The master receives `REPLCONF` twice from the replica (**This stage**)

- The master receives `PSYNC` from the replica (Next stage)

In this stage, you'll add support for receiving the `REPLCONF` command from the replica.

You'll receive `REPLCONF` twice from the replica. For the purposes of this challenge, you can safely ignore the arguments for both commands and just respond with `+OK\r\n` ("OK" encoded as a RESP Simple String).

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