



In this stage, you'll download one piece and save it to disk. In the next stage we'll combine these pieces into a file.

To download a piece, your program will need to send <u>peer messages</u> to a peer. The overall flow looks like this:

- Read the torrent file to get the tracker URL
  - you've done this in previous stages
- Perform the tracker GET request to get a list of peers
  - you've done this in previous stages
- Establish a TCP connection with a peer, and perform a handshake
  - you've done this in previous stages
- Exchange multiple <u>peer messages</u> to download the file
  - This is the part you'll implement in this stage

## **Peer Messages**

Peer messages consist of a message length prefix (4 bytes), message id (1 byte) and a payload (variable size).

Here are the peer messages vou'll need to exchange once the handshake is

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