

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

Here are the peer messages you'll need to exchange once the handshake is complete:

- Wait for a `bitfield` message from the peer indicating which pieces it has
 - The message id for this message type is `5`.
 - You can read and ignore the payload for now, the tracker we use for this challenge ensures that all peers have all pieces available.
- Send an `interested` message
 - The message id for `interested` is `2`.
 - The payload for this message is empty.
- Wait until you receive an `unchoke` message back
 - The message id for `unchoke` is `1`.
 - The payload for this message is empty.
- Break the piece into blocks of 16 kiB (16 * 1024 bytes) and send a `request` message for each block
 - The message id for `request` is `6`.
 - The payload for this message consists of:
 - `index` : the zero-based piece index
 - `begin` : the zero-based byte offset within the piece
 - This'll be `0` for the first block, `214` for the second block, `2*214` for the third block etc.
 - `length` : the length of the block in bytes