≡ < back   next >   BETA   VIP   ✕

Command Processing #YG4 〈 Pending 〉

Complete previous stages to gain access to this stage.

📄 **Instructions**   〈/〉 Code Examples   🎓 Concepts   💬 Forum

---

Your Task 〈 Pending 〉 Share Feedback   HARD

In this stage you'll implement the processing of commands propagated to the replica from the master.

Command processing

After the replica receives a command from the master, it processes it and apply it to its own state. This will work exactly like a regular command sent by a client, except that the replica doesn't send a response back to the master.

For example, if the command `SET foo 1` is propagated to the replica by a master, the replica must update its database to set the value of `foo` to `1`. Unlike commands from a regular client though, it must not reply with `+OK\r\n`.

Tests

The tester will spawn a Redis master, and it'll then execute your program as a replica like this:

```
./spawn_redis_server.sh --port <PORT> --replicaof "<MASTER_HOST> <MASTER_POR
```

Just like in the previous stages, your replica should complete the handshake with the master and receive an empty RDB file.

Ready to run tests...   Show logs