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BETA

VIP



## Send handshake (1/3) #GL7 Pending

Complete previous stages to gain access to this stage.



Instructions



Code Examples



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Forum

### Your Task

PendingShare Feedback

EASY

In this stage, you'll implement part 1 of the handshake that happens when a replica connects to master.

## Handshake

When a replica connects to a master, it needs to go through a handshake process before receiving updates from the master.

There are three parts to this handshake:

- The replica sends a `PING` to the master (**This stage**)
- The replica sends `REPLCONF` twice to the master (Next stages)
- The replica sends `PSYNC` to the master (Next stages)

We'll learn more about `REPLCONF` and `PSYNC` in later stages. For now, we'll focus on the first part of the handshake: sending `PING` to the master.

## Tests

The tester will execute your program like this:

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

Ready to run tests...

Show logs