

<u>PING</u> is one of the simplest Redis commands. It's used to check whether a Redis server is healthy.

The response for the PING command is $+PONG\rangle r\n$. This is the string "PONG" encoded using the Redis protocol.

In this stage, we'll cut corners by ignoring client input and hardcoding +PONG\r\n as a response. We'll learn to parse client input in later stages.

Tests

The tester will execute your program like this:

\$./spawn_redis_server.sh

It'll then send a PING command to your server and expect a +PONG\r\n response.

\$ redis-cli PING

Your server should respond with $+PONG\r\n$, which is "PONG" encoded as a <u>RESP</u> <u>simple string</u>.

Notes

- You can ignore the data that the tester sends you for this stage. We'll get to
 parsing client input in later stages. For now, you can just hardcode
 +PONG\r\n as the response.
- You can also ignore handling multiple clients and handling multiple PING commands in the stage, we'll get to that in later stages.
- The exact bytes your program will receive won't be just PING, you'll receive something like this: *1\r\n\$4\r\nPING\r\n, which is the Redis protocol