```
$ redis-cli XADD some_key 1526985054069-0 temperature 36 humidity 95
"1526985054069-0"
$ redis-cli XREAD block 0 streams some_key 1526985054069-0
```

Then, on another instance of the redis-cli, we add another entry.

```
$ other-redis-cli XADD some_key 1526985054079-0 temperature 37 humidity 94
"1526985054079-0"
```

The difference now is that the first instance of the redis-cli doesn't time out and responds with null no matter how much time passes. It will wait until another entry is added. The return value after an entry is added is similar to the last stage.

```
$ redis-cli XADD some_key 1526985054069-0 temperature 36 humidity 95
"1526985054069-0"
$ redis-cli XREAD block 0 streams some_key 1526985054069-0
1) 1) "some_key"
   2) 1) 1) 1526985054079-0
         2) 1) temperature
            2) 37
            3) humidity
            4) 94
```

Tests

The tester will execute your program like this:

```
$ ./spawn_redis_server.sh
```

First, an entry will be added to a stream.

```
$ redis-cli XADD stream_key 0-1 temperature 96
```