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BETA

VIP



Send handshake (3/3) #JU6 Pending

Complete previous stages to gain access to this stage.



Instructions

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MEDIUM

In this stage, you'll implement part 3 of the handshake that happens when a replica connects to master.

Handshake (continued from previous stage)

As a recap, there are three parts to the handshake:

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

After receiving a response to the second `REPLCONF`, the replica then sends a [PSYNC](#) command to the master.

The `PSYNC` command is used to synchronize the state of the replica with the master. The replica will send this command to the master with two arguments:

- The first argument is the replication ID of the master
 - Since this is the first time the replica is connecting to the master, the replication ID will be `?` (a question mark)
- The second argument is the offset of the master
 - Since this is the first time the replica is connecting to the master, the offset will be `-1`

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