

# TEST MODULO

## m2



Andrea Ferrantino

```
ission 29] $ gsh index
 1 basic/01_cd_tower (completed)
 2 basic/02_cd .. _cellar (completed)
 3 basic/03_cd_HOME_throne (completed)
 4 basic/04_mkdir_chest (completed)
 5 basic/05_rm_spiders_cellar (completed)
 6 basic/06_mv_coins_garden (completed)
 7 basic/07_mv_hidden_coins_garden (completed)
 8 basic/08_rm_wildcard_spiders_cellar (completed)
 9 basic/09_rm_wildcard_hidden_spiders_cellar (completed)
10 basic/10_cp_standard_great_hall (completed)
11 basic/11_cp_wildcards_tapestries_great_hall (completed)
12 basic/12_cp_ls_mtime_paintings_tower (completed)
13 misc/01_cal_nostradamus (completed)
14 intermediate/01_alias_la (completed)
15 misc/02.nano_journal (completed)
16 intermediate/02_alias_journal (completed)
17 intermediate/03_tab_spider_lair (completed)
18 intermediate/04_bg_xeyes (completed)
19 finding_files_maze/01_ls_cd (completed)
20 finding_files_maze/02_tree (completed)
21 finding_files_maze/03_find_1 (completed)
22 pipe_intro_book_of_potions/01_head (completed)
23 pipe_intro_book_of_potions/02_tail (completed)
24 pipe_intro_book_of_potions/03_cat (completed)
25 pipe_intro_book_of_potions/04_pipe (completed)
26 pipe_intro_book_of_potions/05_pipe_head_tail (completed)
27 processes/01_ps_kill (completed)
28 processes/02_ps_kill_signal (completed)
29 processes/03_pstree_kill
30 stdin_stdout_stderr/01_stdin_additions
31 stdin_stdout_stderr/02_stdin_redirection_multiplications
32 stdin_stdout_stderr/03_stdout_redirection_inventory
33 stdin_stdout_stderr/04_stderr_dev-null_grimoires
34 stdin_stdout_stderr/05_stdout_stderr_redirection_merlin
35 permissions/01_chmod_x_dir_king_quarter
36 permissions/02_chmod_r_file_king_quarter
37 permissions/03_chmod_rw_file_dir_throne_room
38 finding_files_maze/04_find_2
39 finding_files_maze/05_find_xargs_grep
40 pipes_merchant_stall/01_pipe_1
41 pipes_merchant_stall/02_pipe_2
42 misc/03_tr_caesar_shift
43 FINAL_MISSION
```

# LVL 1

```
File Actions Edit View Help  
gsh check  
Check if the mission objective has been achieved.  
gsh reset  
Restart the mission from the beginning.  
Remarks  
UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriate (string) values.  
Most filesystems treat uppercase and lowercase characters differently. Make sure you use the correct path.  
[mission 1] $ ls  
Castle Forest Garden Mountain Stall  
[mission 1] $ cd Castle  
[mission 1] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 1] $ cd Main_tower  
[mission 1] $ ls  
First_floor  
[mission 1] $ cd First_floor  
[mission 1] $ cd  
[mission 1] $ ls  
Castle Forest Garden Mountain Stall  
[mission 1] $ cd Castle/Main_tower/First_floor  
[mission 1] $ ls  
Second_floor  
[mission 1] $ cd Second_floor  
[mission 1] $ ls  
Top_of_the_tower  
[mission 1] $ cd T0p_of_the_tower  
bash: cd: T0p_of_the_tower: No such file or directory  
[mission 1] $ cd Top_of_the_tower  
[mission 1] $ ls  
[mission 1] $ gsh check  
Congratulations, mission 1 has been successfully completed!  
|  
+--  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+--  
[mission 2] $ █
```

## LVL 2

```
[mission 2] $ ls
[mission 2] $ cd ..
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd -
/home/andrea/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd /home/andrea/gameshell/World/Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
bash: cd: Cellar: No such file or directory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh check
```

Congratulations, mission 2 has been successfully completed!

```
|-----+-----|
| Use the command |
| $ gsh help      |
| to get the list of "gsh" commands. |
|-----+-----|
```

```
[mission 3] $ █
```

## LVL 3

```
[mission 3] $ cd
[mission 3] $ cd /home/andrea/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Congratulations, mission 3 has been successfully completed!

```
Well done!!!
From now on, the current location will be shown just before the command prompt.
```

Well done!!!

From now on, the current location will be shown just before the command prompt.

"the quieter you become, the

```
|-----+-----|
| Use the command |
| $ gsh help      |
| to get the list of "gsh" commands. |
|-----+-----|
```

```
~/Castle/Main_building/Throne_room
[mission 4] $ █
```

# LVL 4

```
~/Castle/Main_building/Throne_room
[mission 4] $ ls
Kings_quarter

~/Castle/Main_building/Throne_room
[mission 4] $ cd Kings_quarter

~
[mission 4] $ ls
Castle Forest Garden Mountain Stall

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ ls
Hut

~/Forest
[mission 4] $ cd Hut

~/Forest/Hut
[mission 4] $ mkdir Chest

~/Forest/Hut
[mission 4] $ ls
Chest

~/Forest/Hut
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

```
|                               |
--+
| Use the command               |
| $ gsh help                   |
| to get the list of "gsh" commands. |
--+
|
```

```
~/Forest/Hut
[mission 5] $ █
```

# LVL 5

```
~/Forest/Hut
[mission 5] $ cd

~
[mission 5] $ ls
Castle Forest Garden Mountain Stall

~
[mission 5] $ cd Castle

~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/Castle
[mission 5] $ cd Cellar

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2 spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ rm spider_1

~/Castle/Cellar
[mission 5] $ rm spider_2

~/Castle/Cellar
[mission 5] $ rm spider_3

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2

~/Castle/Cellar
[mission 5] $ gsh check

Congratulations, mission 5 has been successfully completed!
```

```
|
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
|
```

```
~/Castle/Cellar
[mission 6] $ █
```

# LVL 6

```
~/Garden
[mission 6] $ ls
Flower_garden  Maze  Shed
~/Garden
[mission 6] $ cd

~
[mission 6] $ ls
Castle  Forest  Garden  Mountain  Stall
~      Home
[mission 6] $ cd Forest

~/Forest
[mission 6] $ ls
Hut

~/Forest
[mission 6] $ cd Hut

~/Forest/Hut
[mission 6] $ ls
Chest

~/Forest/Hut
[mission 6] $ cd Chest

~/Forest/Hut/Chest
[mission 6] $ ls
coin_1  coin_2  coin_3

~/Forest/Hut/Chest
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!
```

```
+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
|
```

```
~/Forest/Hut/Chest
[mission 7] $ █
```

# LVL 7

```
~/Forest/Hut
[mission 7] $ ls
Chest

~/Forest/Hut
[mission 7] $ cd

~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -a
. .. .14626_coin_2 .27733_coin_1 .38069_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .14626_2 .27733_coin_1 .38069_coin_3 /home/andrea/gameshell/World/Forest/Hut/Chest
mv: cannot stat '.14626_2': No such file or directory

~/Garden
[mission 7] $ ls
Flower_garden Maze Shed

~/Garden
[mission 7] $ ls -a
. .. .14626_coin_2 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .14626_coin_2 /home/andrea/gameshell/World/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!
```

```
+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
```

```
~/Garden
[mission 8] $ █
```

**LVL 8**

lvl 9

# LVL 10

```
File Actions Edit View Help
~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 /home/andrea/gameshell/World/Forest/Hut/Chest
~/Castle/Great_hall
[mission 10] $ ks
Command 'ks' not found, but can be installed with:
sudo apt install qdl
Do you want to install it? (N/y)n
~/Castle/Great_hall
[mission 10] $ cd

~
[mission 10] $ cd Forest
~/Forest
[mission 10] $ ls
Hut/
~/Forest
[mission 10] $ cd hut/
bash: cd: hut/: No such file or directory
~/Forest
[mission 10] $ cd Hut/
~/Forest/Hut
[mission 10] $ ls
Chest/
~/Forest/Hut
[mission 10] $ cd Chest/
~/Forest/Hut/Chest
[mission 10] $ ls
coin_1 coin_2 coin_3 standard_1 standard_2 standard_3 standard_4
~/Forest/Hut/Chest
[mission 10] $ gsh check
Congratulations, mission 10 has been successfully completed!

+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+---+
```

~/Forest/Hut/Chest  
[mission 11] \$ █

# LVL 11

```
~/Forest/Hut/Chest
[mission 11] $ cd

~/Castle
[mission 11] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/
~/Castle
[mission 11] $ cd Great_hall

~/Castle/Great_hall
[mission 11] $ ls
15329_tapestry_02    21412_tapestry_06  25969_tapestry_04  3082_tapestry_10  4800_tapestry_03  54691_tapestry_09  7082_tapestry_08 standard_2  standard_4
1869_decorative_shield 22522_stag_head  28700_tapestry_05  36418_tapestry_07  49083_suit_of_armour 62545_tapestry_01 standard_1

~/Castle/Great_hall
[mission 11] $ cp *tapestry* /home/andrea/gameshell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!

|-----+--+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
|-----+--+
```

  

```
~/Castle/Great_hall
[mission 12] $ █
```

# LVL 12

```
~/Castle
[mission 12] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/
~/Castle
[mission 12] $ cd Main_tower

~/Castle/Main_tower
[mission 12] $ ls
First_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ cd First_floor

~/Castle/Main_tower/First_floor
[mission 12] $ ls
Second_floor/ painting_WXCMVGITH painting_swyuLoSq painting_wYEWJSGj

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
drwxr-xr-x 3 andrea andrea 4096 Dec 16 14:37 Second_floor/
-rw-r--r-- 1 andrea andrea 1055 Feb  4  2017 painting_WXCMVGITH
-rw-r--r-- 1 andrea andrea 1455 May 24  1998 painting_swyuLoSq
-rw-r--r-- 1 andrea andrea 1503 Oct 19  1989 painting_wYEWJSGj

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_wYEWJSGj /home/andrea/gameshell/World/Forest/Hut/Chest

~/Castle/Main_tower/First_floor
[mission 12] $ gsh check

Congratulations, mission 12 has been successfully completed!

|-----+--+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
|-----+--+
```

  

```
~/Castle/Main_tower/First_floor
[mission 13] $ █
```

# LVL 13

```
~/Castle/Observatory
[mission 13] $ gsh check
What was the day of the week for the 03-20-2025?
1 : Monday
2 : Tuesday
3 : Wednesday
4 : Thursday
5 : Friday
6 : Saturday
7 : Sunday
Your answer: 4
```

```
Congratulations, mission 13 has been successfully completed!
```

```
+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
```

```
~/Castle/Observatory
[mission 14] $ █
```

# LVL 14

Useful commands

---

```
[mission 14] $ alias la='ls -A'  
~  
[mission 14] $ gsh check  
Congratulations, mission 14 has been successfully completed!
```

```
--+  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
--+
```

[mission 15] \$ █

# LVL 15

# LVL 16

# LVL 17

```
~/Castle/Cellar
[mission 17] $ la
.18076_bat_2 .24089_bat_5 .30467_bat_4 .406_bat_3 .7286_bat_1 .Lair_of_the_spider_queen NUMgVHkZkYAKrmyB YrsEevlKDsFcBzGh/ 1026_bat_2 14981_bat_4 15968_bat_5 27873_bat_1 28471_bat_3 barri

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ NUMgVHkZkYAKrmyB YrsEevlKDsFcBzGh/
~/Castle/Cellar/.Lair_of_the_spider_queen NUMgVHkZkYAKrmyB YrsEevlKDsFcBzGh
[mission 17] $ la
ovfyNEMUVcozNjfm_baby_bat_kXVgbapktSlowQkK sNIOoylhSjPSbCCE_spider_queen_fspqCHpkYeMMWUFK

~/Castle/Cellar/.Lair_of_the_spider_queen NUMgVHkZkYAKrmyB YrsEevlKDsFcBzGh
[mission 17] $ rm sNIOoylhSjPSbCCE_spider_queen_fspqCHpkYeMMWUFK
~/Castle/Cellar/.Lair_of_the_spider_queen NUMgVHkZkYAKrmyB YrsEevlKDsFcBzGh
[mission 17] $ gsh check
Perfect, it took you only 17 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!
```

|  
+-----+  
| Use the command  
| \$ gsh help  
| to get the list of "gsh" commands.  
+-----+

```
~/Castle/Cellar/.Lair_of_the_spider_queen NUMgVHkZkYAKrmyB YrsEevlKDsFcBzGh
[mission 18] $ 
```

# LVL 18

```
[mission 18] $ gsh check
```

Congratulations, mission 18 has been successfully completed!

|  
+-----+  
| Use the command  
| \$ gsh help  
| to get the list of "gsh" commands.  
+-----+

```
~ [mission 19] $ 
```

# LVL 19

```
File Actions Edit View Help  
arden/Maze  
ssion 19] $ gssh check  
command 'gssh' not found, did you mean:  
  command 'sssh' from deb guile-ssh  
  command 'cssh' from deb clusterSSH  
  command 'gmsh' from deb gmsh  
  command 'gpsh' from deb hxtools  
  command 'ssh' from deb openssh-client  
  command 'mssh' from deb mssh  
  command 'gss' from deb libgss-dev  
  command 'zssh' from deb zssh  
  command 'bssh' from deb avahi-ui-utils  
: sudo apt install <deb name>  
arden/Maze  
ssion 19] $ gsh check  
gratulations, mission 19 has been successfully completed!
```

Congratulations!

From now on, the command ``ls`` will try using a color code to make it easier to differentiate between directories and several kinds of files.



```
Use the command  
$ gsh help  
to get the list of "gsh" commands.
```

```
arden/Maze  
ssion 20] $
```

# LVL 20

```
~/Garden/Maze
[mission 20] $ mv ./e894e50980155/322ee859efb2ddb3f153/7004696d0fb32/00000_silver_coin_00000 Garden
mv: cannot stat './e894e50980155/322ee859efb2ddb3f153/7004696d0fb32/00000_silver_coin_00000': No such file or directory
~/Garden/Maze
[mission 20] $ mv ./e894e50980155/322ee859efb2ddb3f153/7004696d0fb32/00000_silver_coin_00000 ../Forest/Hut/Chest
mv: cannot stat './e894e50980155/322ee859efb2ddb3f153/7004696d0fb32/00000_silver_coin_00000': No such file or directory
~/Garden/Maze
[mission 20] $ mv ./e894e50980155/322ee859efb2ddb3f153/7004696d0fb32/00000_silver_coin_00000 ../Forest/Hut/Chest
~/Garden/Maze
[mission 20] $ gsh check
Congratulations, mission 20 has been successfully completed!

+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
~/Garden/Maze
[mission 21] $ 
```

# LVL 21

```
~/Garden/Maze
[mission 21] $ find . -iname *gold*
./Garden/Maze/6c4fd3fa667bc90cdc2ba03c8ad/c4219f848b3a/ba1ffcac113d637c61c2ed9624/Gold_CoIN_2
./Garden/Maze/b7e1e6193b2fb1d80d/0a7cd92675faa4a5774f8d2b3354/07edcb77/gold_coin_1

~/Garden/Maze
[mission 21] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/

~/Garden/Maze
[mission 21] $ cd Garden
~/Garden/Maze
[mission 21] $ cd Maze
~/Garden/Maze
[mission 21] $ ls
3bff93b360e19d3fc90ddd9772e/ 74e1486c89/ 90753a71aa/ e1473dd7dfe7567a/
65612b4c5662/ 8218a1252793e8dcdb8/ a6b96b0608e44775bed406dc626/
6c4fd3fa667bc90cdc2ba03c8ad/ 8725d5e340a6e93091334d8fe/ b7e1e6193b2fb1d80d/

~/Garden/Maze
[mission 21] $ mv 6c4fd3fa667bc90cdc2ba03c8ad/ b7e1e6193b2fb1d80d/ ~/Forest/Hut/Chest
~/Garden/Maze
[mission 21] $ gsh check
Congratulations, mission 21 has been successfully completed!

+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
~/Garden/Maze
[mission 22] $ 
```

# LVL 22

```
~/Mountain/Cave  
[mission 22] $ head -n 6 ./Book_of_potions/page_07  
Herbal tea
```

- ```
1) Boil water.  
2) Add herbs from the forest.  
3) Let it sit for five minutes and drink while hot.
```

```
~/Mountain/Cave  
[mission 22] $ gsh check
```

```
Congratulations, mission 22 has been successfully completed!
```

```
|  
+--+-----+--  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+--+-----+--  
|
```

```
~/Mountain/Cave  
[mission 23] $ █
```

# LVL 23

- 1) Boil water in a cauldron.
- 2) Add in a few death caps (*Amanita phalloides*).
- 3) Also add a few fly agarics (*Amanita muscaria*).
- 4) And some destroying angels (*Amanita virosa*).
- 5) Mix in a few deadly webcaps (*Cortinarius rubellus*).
- 6) Feel free to add in any colourful fungi you have on hand.
- 7) Let half of the water evaporate.
- 8) Season with a pinch of salt and a few herbs.
- 9) Serve hot in a bowl.

```
~/Mountain/Cave/Book_of_potions
[mission 23] $ tail -9 ./Book_of_potions/page_12
tail: cannot open './Book_of_potions/page_12' for reading: No such file or directory
```

```
~/Mountain/Cave/Book_of_potions
[mission 23] $ tail -9 ./Book_of_potions/page_12
tail: cannot open './Book_of_potions/page_12' for reading: No such file or directory
```

```
~/Mountain/Cave/Book_of_potions
[mission 23] $ cd ..
```

- ```
~/Mountain/Cave
[mission 23] $ tail -9 ./Book_of_potions/page_12
1) Boil water in a cauldron.
2) Add in a few death caps (Amanita phalloides).
3) Also add a few fly agarics (Amanita muscaria).
4) And some destroying angels (Amanita virosa).
5) Mix in a few deadly webcaps (Cortinarius rubellus).
6) Feel free to add in any colourful fungi you have on hand.
7) Let half of the water evaporate.
8) Season with a pinch of salt and a few herbs.
9) Serve hot in a bowl.
```

```
~/Mountain/Cave
[mission 23] $ gsh check
```

Congratulations, mission 23 has been successfully completed!

```
+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+
```

```
~/Mountain/Cave
[mission 24] $ █
```

# LVL 24

- 13) Heat for 20 seconds at a high temperature.
- 14) Wave your wand then let potion brew for 24 hours.
- 15) Add 1 additional scoop of lacewings to the cauldron.
- 16) Stir 3 times, counter-clockwise.
- 17) Split potion into multiple doses, if desired.
- 18) Add a pieces of the person you wish to become.
- 19) Wave your wand to complete the potion.

```
~/Mountain/Cave/Book_of_potions  
[mission 24] $ cd ..
```

```
~/Mountain/Cave  
[mission 24] $ cat Book_of_potions/page_01 Book_of_potions/page_02  
Transformation potion
```

- 
- Home
- 1) Boil water in a cauldron.
  - 2) Add 3 measures of fluxweed to the cauldron.
  - 3) Add 2 bundles of knotgrass to the cauldron.
  - 4) Stir 4 times, clockwise.
  - 5) Wave your wand then let potion brew for 80 minutes.
  - 6) Add 4 leeches to the cauldron.
  - 7) Crush 2 scoops of lacewing flies to a fine paste.
  - 8) Add 2 measures of the crushed lacewings to the cauldron.
  - 9) Heat for 30 seconds on a low heat.
  - 10) Add 3 measures of boomslang skin to the cauldron.
  - 11) Crush a bicorn horn into a fine powder.
  - 12) Add 1 measure of the crushed horn to the cauldron.
  - 13) Heat for 20 seconds at a high temperature.
  - 14) Wave your wand then let potion brew for 24 hours.
  - 15) Add 1 additional scoop of lacewings to the cauldron.
  - 16) Stir 3 times, counter-clockwise.
  - 17) Split potion into multiple doses, if desired.
  - 18) Add a pieces of the person you wish to become.
  - 19) Wave your wand to complete the potion.

```
~/Mountain/Cave  
[mission 24] $ gsh check
```

Congratulations, mission 24 has been successfully completed!

```
|  
+-----+  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+-----+
```

```
~/Mountain/Cave  
[mission 25] $ █
```

# LVL 25

Output.

It is common for those commands to write their output to their "standard output", which means that (by default) the output is written into the terminal.

Most of those commands can receive input either through files (given as arguments) or from their "standard input". For example:

- ``head FILE`` reads its input from the file,
- ``head`` reads its input on the standard input.

By default, data from the standard input is read from the keyboard, but a pipe can change that.

Home

~/Mountain/Cave

```
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -n 16
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.
```

~/Mountain/Cave

```
[mission 25] $ gsh check
```

Congratulations, mission 25 has been successfully completed!

```
|           |
--+-----+--+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
--+-----+--+
|           |
```

~/Mountain/Cave

```
[mission 26] $ █
```

# LVL 26

```
Tr || Useful commands
|| =====
|| head [-n K] [FILE]
|| Print the first lines (10 by default, K if ``-n K`` is used) of the given file, or
|| standard input if no file is given.
File System || tail [-n K] [FILE]
|| Print the last lines (10 by default, K if ``-n K`` is used) of the given file, or
|| standard input if no file is given.
Home || COMMAND1 | COMMAND2
|| Run the two commands, feeding the "standard output" of the former into the "standard
|| input" of the latter.
|| Remark: by analogy with plumbing "|" is called "pipe".
|| =====
|| Remark
|| =====
|| Parts in [square brackets] in command descriptions are stand for optional parts. The
|| brackets are not part of the command.
```

/&\\_\\_| | /&\\_
| \\_\\_/-| | \\_\\_/
| \\_\\_/-| | \\_\\_/\_

/Mountain/Cave
[mission 26] \$ head -6 Book\_of\_potions/page\_13 | tail -3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

/Mountain/Cave
[mission 26] \$ gsh check

Congratulations, mission 26 has been successfully completed!

```
+-----+-----+
| Use the command
| $ gsh help
| to get the list of "gsh" commands.
+-----+-----+
```

/Mountain/Cave
[mission 27] \$ █

# LVL 27

```
*#0*  
δ_**/~  
!$-#
```

```
*#0*  
δ_**/~  
!$-#
```

```
47323 kill  
472347323: command not found
```

```
~  
[mission 27] $
```

```
*#0*  
δ_**/~  
!$-#
```

```
kill 47323  
[1]+ Terminated: "$GSH_TMP/$(gettext "spell")"
```

```
~  
[mission 27] $ gsh check
```

```
Congratulations, mission 27 has been successfully completed!
```

```
|  
+-----+  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+-----+  
|
```

```
~  
[mission 28] $ █
```

# LVL 29

[mission 28] \$ gsh check

```
--+  
| Use the command  
| $ gsh help  
| to get the list o  
--+
```

~ Home [mission 29] \$ █