

GameShell

CERCATE DI COMPLETARE QUANTI
PIÙ LIVELLI POSSIBILI.

Missione da 1 a 5

```
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls
[mission 1] $ gsh check
Congratulations, mission 1 has been successfully completed!

[mission 2] $ ls
[mission 2] $ cd
[mission 2] $ ls
Castle Forest Garden Mountain Stall
[mission 2] $ cd Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh check
Congratulations, mission 2 has been successfully completed!

[mission 3] $ cd
[mission 3] $ cd /home/alex/gameshell/World/Castle/Main_building
[mission 3] $ gsh check
Congratulations, mission 3 has been successfully completed!

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

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

~/Forest/Hut
[mission 4] $ gsh check
Congratulations, mission 4 has been successfully completed!

[mission 5] $ cd Castle
~/Castle
[mission 5] $ cd Cellar
~/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] $ gsh check
Congratulations, mission 5 has been successfully completed!
```

→ Cd – Il seguente comando ci permette di entrare all'interno della directory "Castle";
→ Ls - Ci elencherà tutto ciò che contiene la directory

→ Abbiamo usato gli stessi comandi per accedere al "Cellar"

→ Eseguendo solo due passaggi siamo arrivati nella sala del trono

→ All'interno della directory "Forest" tramite il comando "mkdir" ho creato prima "Hut" e poi "chest" all'interno di "hut".

→ Con il comando "rm" ho eliminato spider 1 ,2 ,e 3

Missione da 6 a 10

```
~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest
```

```
~/Garden
[mission 6] $ gsh check
```

Con il comando "mv" ho spostato "Coin 1,2e3" all'interno di "Chest" che si trovava all'interno di "Hut"

```
[mission 7] $ mv .15079_coin_1 .36919_coin_2 .50046_coin_3 ~/Forest/Hut/Chest
mv: cannot stat '.15079_coin_1': No such file or directory
mv: cannot stat '.36919_coin_2': No such file or directory
mv: cannot stat '.50046_coin_3': No such file or directory
```

```
~/Garden
[mission 7] $ gsh Check
Error: unknown gsh command 'Check'.
Use one of the following commands: check, goal, help, reset
```

```
~/Garden  
[mission 7] $ gsh check
```

```

root@castle:/cellar
[mission 8] # ls -la
-rw-r--r-- 1 root root 14553 spider_47 16792 spider_17 21889 spider_9 26127 spider_
-rw-r--r-- 1 root root 13819 spider_16 17750 spider_49 23363 spider_2 28822 spider_
-rw-r--r-- 1 root root 14653 spider_18 17851 bat_4 23400 spider_22 29345 spider_
-rw-r--r-- 1 root root 14703 spider_11 17935 spider_7 24056 spider_46 29524 spider_
-rw-r--r-- 1 root root 14736 spider_6 18007 spider_23 24245 spider_45 29597 spider_
-rw-r--r-- 1 root root 14922 spider_4 18546 spider_45 24997 bat_5 31216 spider_
-rw-r--r-- 1 root root 15179 spider_5 192 spider_13 32226 bat_1 31875 spider_
-rw-r--r-- 1 root root 1567 spider_1 1967 spider_1 29235 spider_39 3198 spider_
-rw-r--r-- 1 root root 1588 spider_24 21123 spider_8 25799 spider_27 392 spider_42

```

Con il comando "ls -a" ho controllato anche i file nascosti e successivamente con il comando "mv" spostati all'interno di "Chest".

Con il comando "rm *spider*" ho eliminato tutti gli elementi che contengono "spider"

```

[C:\Castle\Cellar]
[mission 9] % ls -la
      13809_bat_1      20643_spider_50      26689_spider_38      39093_s_
..          14736_spider_23      21061_spider_33      27032_spider_49      32472_s_
10715_spider_3      14736_spider_39      21061_spider_33      27032_spider_49      32472_s_
..          15549_bat_2      21061_spider_21      27733_spider_16      3905_s_
11440_spider_35      16548_spider_20      23228_spider_6      27780_bat_3      4443_s_
10715_spider_3      14736_spider_39      21061_spider_33      27032_spider_49      32472_s_
12368_spider_1      1759_spider_14      24862_spider_9      28209_spider_32      5870_s_
10715_spider_3      14736_spider_39      21061_spider_33      27032_spider_49      32472_s_
12952_spider_10      18951_spider_4      25843_spider_25      29229_spider_30      6670_s_
10715_spider_3      14736_spider_39      21061_spider_33      27032_spider_49      32472_s_
13646_spider_31      19664_spider_3      25933_spider_45      30898_spider_17      9669_s_

```

Con il comando `"rm.*spider"` ho eliminato tutti gli elementi nascosti che contengono "spider"

```
~/Castle/Cellar
[mission 9] $ rm .*spider*

~/Castle/Cellar
[mission 9] $ ls -la
..          13809 bat_1          19157 bat_2          22780 bat_3          17851 bat_4          24997 bat_5          barrel_o
..          13569 bat_4          23799 bat_5          11978 bat_5          29345 bat_1          25229 bat_2
```

```
~/Castle/Great_hall
[mission 10] $ ls
5921_suit_of_armour  46971_decorative_shield  60569_stag_head  standard_1  stan
```

```
mission 10] # cp standard_1 standard_2 standard_3 standard_4 standard_5 standard_6 standard_7 standard_8 standard_9 standard_10
~/Castle/Great_hall
[mission 10] $ gsh check
```

Con il comando "cp" abbiamo copiato il file direttamente nella cartella che volevamo