

PRATICA S3L2:

- **Esercizio di oggi:** Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.
- **Esecuzione:**

```
[mission 20] $ gsh goal
```



Mission goal

The king's pyrotechnician is trying to remember the magical incantation for creating the grand finale for his fireworks. This incantation starts with the word `charmiglio` and must be followed by four random letters, as in

```
$ charmiglio abcd
or
$ charmiglio oops
```

Help the pyrotechnician by finding 4 letters producing appropriate fireworks.

NOTE: when the four letters are incorrect, the magical reaction can take a very long time. You need to interrupt it!

It will probably take several tries before finding a combination of letters that works.

Useful commands

```
charmiglio CCCC
```

This (non standard) command creates some fireworks:

- if the four letters are valid, the fireworks will start after a few seconds,
- if the four letters are not valid, the whole magical reaction will go on for a long time.

Control-c (also written ^c)

Pressing Control and c at the same times interrupts the current command by sending the INT ("Interrupt") signal to the process.

```
[mission 20] $
```