

Progetto S3/L5

GameShell

Quest: *Familiarizzare con i comandi della shell, cercando di superare più livelli possibili. (min.10 LV)*

1.Lv

L'obiettivo era quello di raggiungere la cima della torre del castello.

Utilizzando il comando `cd`, che serve per cambiare directory, ci siamo spostati nelle varie zone. Abbiamo utilizzato anche `ls` e `pwd`; `ls` serve per mostrare la lista delle locazioni accessibili, mentre `pwd` serve per vedere in quale directory ti trovi.

```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ cd Castel
bash: cd: Castel: No such file or directory
[mission 1] $ cd Castle
[mission 1] $ pwd
/home/kali/gameshell/World/Castle
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ pwd
/home/kali/gameshell/World/Castle/Main_tower
[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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_th
e_tower
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!
```

2.Lv

In questo livello ti insegna come tornare indietro dalle directory, tramite il comando `cd -` e `cd ..`.

```
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_th
e_tower
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle
[mission 2] $ cd Cellar
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!
```

3.Lv

L'obiettivo di questo livello era di insegnarti di spostarti in modo veloce tra le directory, sempre con il comando cd inserendo direttamente tutte le location.

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

Congratulations, mission 3 has been successfully completed!
```

4.Lv

In questo livello invece ti insegna a creare delle nuove directory, utilizzando il comando mkdir.

```
~/Castle/Main_building/Throne_room
[mission 4] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room

~/Castle/Main_building/Throne_room
[mission 4] $ cd
File System
~
[mission 4] $ ls
Castle Forest Garden Mountain Stall

~
[mission 4] $ cd forest
bash: cd: forest: No such file or directory

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ cd Hut

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

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

~/Forest/Hut/Chest
[mission 4] $ ghs check
Command 'ghs' not found, did you mean:
  command 'ghb' from deb handbrake
  command 'gh' from deb gh
  command 'gjs' from deb gjs
  command 'gss' from deb libgss-dev
  command 'gs' from deb ghostscript
  command 'ghc' from deb ghc
Try: sudo apt install <deb name>

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

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

5.Lv

Qui invece il livello ti vuole insegnare a come rimuovere dei file dalle directory, tramite l'utilizzo del comando rm.

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

~
[mission 5] $ pwd
/home/kali/gameshell/World

~
[mission 5] $ cd Castle

~/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  spider_2  spider_3

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

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

6.Lv

In questo a confronto del livello precedente ti vuole insegnare a spostare i file tra le directory, con il comando mv.

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

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

~
[mission 6] $ cd Garden

~/Garden
[mission 6] $ ls
coin_1  coin_2  coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 6] $ mv coin_1  coin_2  coin_3
mv: target 'coin_3': Not a directory

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

~/Garden
[mission 6] $ ghs check
Command 'ghs' not found, did you mean:
  command 'gh' from deb gh
  command 'ghc' from deb ghc
  command 'ghb' from deb handbrake
  command 'gs' from deb ghostscript
  command 'gss' from deb libgss-dev
  command 'gjs' from deb gjs
Try: sudo apt install <deb name>

~/Garden
[mission 6] $ gsh check

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

7.Lv

In questo livello si utilizza un comando particolare, che è `ls -A` che mostra tutti i file della directory in cui sei, anche i file nascosti.

```
~/Garden
[mission 7] $ ls -A
.17500_coin_2 .40753_coin_3 .58735_coin_1 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .17500_coin_2 .40753_coin_3 .58735_coin_1 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

8.Lv - 9Lv

```
~/Garden
[mission 8] $ cd
~
[mission 8] $ ls
Castle Forest Garden Mountain Stall
~
[mission 8] $ cd Castle
~/Castle
[mission 8] $ ls
Cellar Great_hall Main_building Main_tower Observatory
~/Castle
[mission 8] $ cd Cellar
~/Castle/Cellar
[mission 8] $ ls -A
10348_spider_50 13275_spider_44 18302_spider_20 2466_spider_6 26855_spider_48 30489_spider_17 455_bat_1 7340_spider_24
10540_spider_33 1336_spider_34 18345_spider_21 25323_spider_46 27023_spider_49 31010_spider_27 4777_spider_16 7864_bat_5
10748_spider_41 13593_spider_22 18888_spider_47 25928_spider_29 27106_spider_3 31060_spider_19 5438_spider_23 7864_spider_40
11784_spider_13 15308_spider_15 20085_spider_1 25955_spider_37 29145_spider_32 31335_spider_30 656_spider_35 8037_spider_42
12259_spider_39 15781_spider_38 21765_spider_5 26039_spider_28 29374_bat_3 31957_spider_8 6666_spider_31 8322_spider_4
12957_spider_43 17742_spider_25 23981_spider_10 2609_spider_12 30109_spider_45 32377_spider_18 6740_bat_4 9614_bat_2
13045_spider_11 18015_spider_2 24510_spider_36 26719_spider_9 30305_spider_26 32403_spider_7 7112_spider_14 barrel_of_apples

~/Castle/Cellar
[mission 8] $ mv *_spider_*
mv: target '8322_spider_4': Not a directory

~/Castle/Cellar
[mission 8] $ rm *_spider_*

~/Castle/Cellar
[mission 8] $ gsh check

Congratulations, mission 8 has been successfully completed!
```

In questi due livelli ti fa eliminare in tipo di file senza toccarne altri, tramite il comando `rm *file*`.

```
~/Castle/Cellar
[mission 9] $ rm -v *_spider_* .*_spider_*
rm: cannot remove '*_spider_*': No such file or directory
removed '.10957_spider_13'
removed '.11575_spider_36'
removed '.12461_spider_47'
removed '.13035_spider_11'
removed '.13358_spider_38'
removed '.1604_spider_10'
removed '.16527_spider_35'
removed '.16661_spider_12'
removed '.17182_spider_34'
removed '.17958_spider_45'
removed '.18132_spider_1'
```

10.Lv

Nel 10 livello ti insegna come copiare un file di una directory in un'altra directory.

```
~/Castle/Great_hall
[mission 10] $ cp standard_* ~/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ gsh chek
Error: unknown gsh command 'chek'.
Use one of the following commands:  check, goal, help, reset

~/Castle/Great_hall
[mission 10] $ gsh check

Congratulations, mission 10 has been successfully completed!
```