

Progetto settimana 3

GameShell Kali

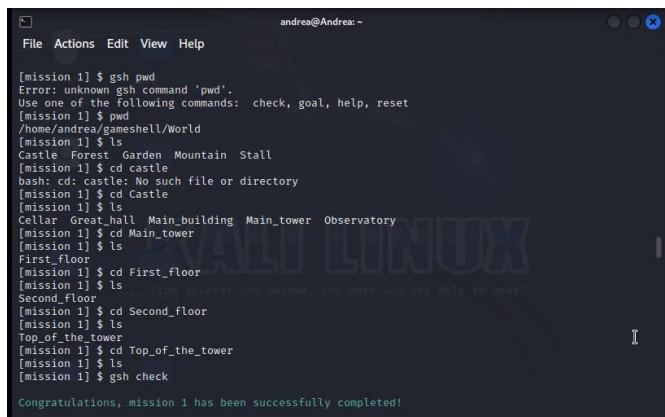
Oggi andremo ad affrontare un “Text-based game” su Kali per prendere confidenza con tutti i comandi da terminale.

Le prime cose da fare sono controllare lo stato della connessione e lo stato di aggiornamento di Kali tramite comando **‘sudo apt-get update’** (APT è un tool di gestione dei pacchetti di Linux che scarica i file direttamente da una repository da internet).

Una volta installato il gioco tramite comando, possiamo far partire l’avventura: ci troviamo di fronte ad una struttura a più livelli con missioni dedicate strettamente legate all’utilizzo dei comandi da terminale.

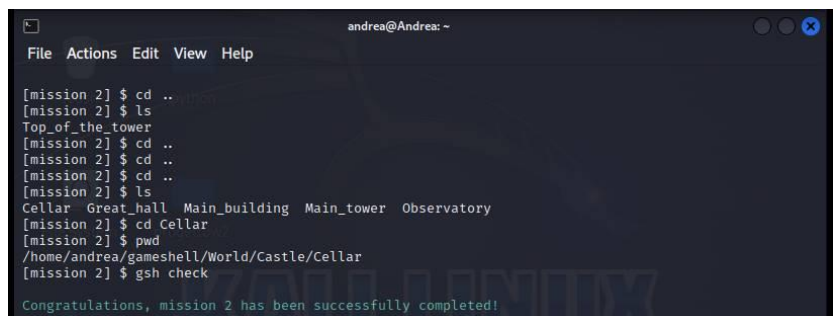
Per i primi tre livelli bisogna prendere confidenza con i comandi **‘ls’** e **‘cd’** che vengono usati rispettivamente per vedere una lista di oggetti nella directory (LISTEN) e per cambiare directory (CHANGE DIRECTORY).

Usiamo **‘pwd’** per conoscere il path in cui ci troviamo:



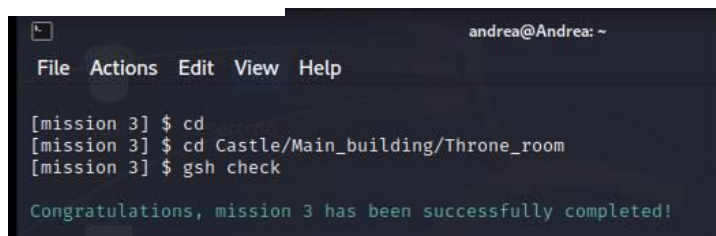
```
andrea@Andrea: ~  
File Actions Edit View Help  
[mission 1] $ gsh pwd  
Error: unknown gsh command 'pwd'.  
Use one of the following commands: check, goal, help, reset  
[mission 1] $ pwd  
/home/andrea/gameshell/World  
[mission 1] $ ls  
Castle Forest Garden Mountain Stall  
[mission 1] $ cd castle  
bash: cd: castle: No such file or directory  
[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] $ 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!
```

Missione 1



```
andrea@Andrea: ~  
File Actions Edit View Help  
[mission 2] $ cd ..  
[mission 2] $ ls  
Top_of_the_tower  
[mission 2] $ cd ..  
[mission 2] $ cd ..  
[mission 2] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 2] $ cd Cellar  
[mission 2] $ pwd  
/home/andrea/gameshell/World/Castle/Cellar  
[mission 2] $ gsh check  
Congratulations, mission 2 has been successfully completed!
```

Missione 2



```
andrea@Andrea: ~  
File Actions Edit View Help  
[mission 3] $ cd  
[mission 3] $ cd Castle/Main_building/Throne_room  
[mission 3] $ gsh check  
Congratulations, mission 3 has been successfully completed!
```

Missione 3

Arrivati alle missioni 4 e 5 familiarizziamo meglio con i comandi **‘mkdir’** e **‘rm’**: il primo è proprio un’abbreviazione per “make directory”, mentre il secondo “remove” serve a cancellare file in modo **permanente**:

```
andrea@Andrea: ~
File Actions Edit View Help
~/Castle/Main_building/Throne_room
[mission 4] $ cd

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

~
[mission 4] $ cd Forest

~/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!
```

Missione 5

```
andrea@Andrea: ~
File Actions Edit View Help

~/Forest/Hut
[mission 5] $ cd

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

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

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

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

Missione 4

Con le missioni 6, 7 e 8 andiamo a vedere i vari metodi per spostare i file (per quelli nascosti basta usare 'ls -A') nelle varie directory con il comando 'mv' seguito dal nome dei file desiderati e dalla directory scelta come destinazione. Nel livello 8, inoltre, aggiungiamo il simbolo "*" per filtrare i file o le directory per nome o carattere, così da poter eliminare più file filtrati:

```
andrea@Andrea: ~
File Actions Edit View Help
~/Castle/Cellar
[mission 6] $ cd

~
[mission 6] $ cd Garden

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

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

~/Garden
[mission 6] $ cd

~
[mission 6] $ cd Forest/Hut/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!
```

Missione 6

```
andrea@Andrea: ~
File Actions Edit View Help

~/Garden
[mission 7] $ mv .14956_coin_2 .23730_coin_1 .62144_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ cd ~/Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 7] $ ls
coin_1 coin_2 coin_3

~/Forest/Hut/Chest
[mission 7] $ ls -A
.14956_coin_2 .23730_coin_1 .62144_coin_3 coin_1 coin_2 coin_3

~/Forest/Hut/Chest
[mission 7] $ gsh check

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

Missione 7

Per ultimo vediamo dei comandi nuovi per le missioni 9 e 10. Per la prima, non riuscendo ad eliminare i file nascosti (specificati dal “.” prima del nome) utilizziamo ‘find . -type f -name “*spider*” -exec rm {} \;’ che andrà a eliminare i file nella directory e nelle sotto-directory: ‘find’ andrà ad impostare la funzione di ricerca, con ‘type f -name’ specifichiamo il nome da cercare, ‘-exec rm’ esegue rm per ogni risultato e la backslash indica la fine. .

La 10, invece, introduce il comando copy ‘cp’ utilizzato per appunto copiare file in altre directory tramite comando ‘cp <<nome_file>> <<directory di destinazione>>’.

```

andrea@Andrea: ~
File Actions Edit View Help
~/Castle/Cellar
[mission 9] $ ls -a
.
..
.12516_spider_40 .19647_spider_14 .22380_spider_25 .24102_spider_11
.13380_spider_1 .19672_spider_29 .22775_bat_4 .24390_bat_3
.10934_spider_20 .15762_spider_36 .2028_spider_43 .22835_spider_16 .24489_spider_13
.11365_spider_38 .19095_spider_18 .20542_spider_5 .23263_spider_46 .2484_spider_17
.11440_spider_4 .19185_spider_21 .2150_spider_10 .23817_spider_6 .24866_spider_22

~/Castle/Cellar
[mission 9] $ rm*spider*
rm*spider*: command not found

~/Castle/Cellar
[mission 9] $ find . -type f -name "*spider*" -exec rm {} \;

~/Castle/Cellar
[mission 9] $ ls -A
.22775_bat_4 .24390_bat_3 .275_bat_2 .28123_bat_1 .30334_bat_5 23933_bat_1 28043_ba

~/Castle/Cellar
[mission 9] $ gsh check

Congratulations, mission 9 has been successfully completed!

```

Missione 9

```

andrea@Andrea: ~
File Actions Edit View Help
~/Castle
[mission 10] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
15732_decorative_shield 25857_suit_of_armour 4837_stag_head standard_1 standard_2 st

~/Castle/Great_hall
[mission 10] $ cp standard_! standard_2 standard_3 standard_4 ~/Forest/Hut/Chest
cp: cannot stat 'standard_!': No such file or directory

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest

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

Congratulations, mission 10 has been successfully completed!

```

Missione 10

ULTIMO LIVELLO COMPLETATO: MISSION 18

```

File Actions Edit View Help
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!

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

~/Castle/Cellar/.Lair_of_the_spider_queen qKVqxwfloKqulStL vxwUphKIYlHQaTyC
[mission 19] $ gsh goal

Mission goal

Find the copper coin in the small maze in the garden and move it to your chest.

```

