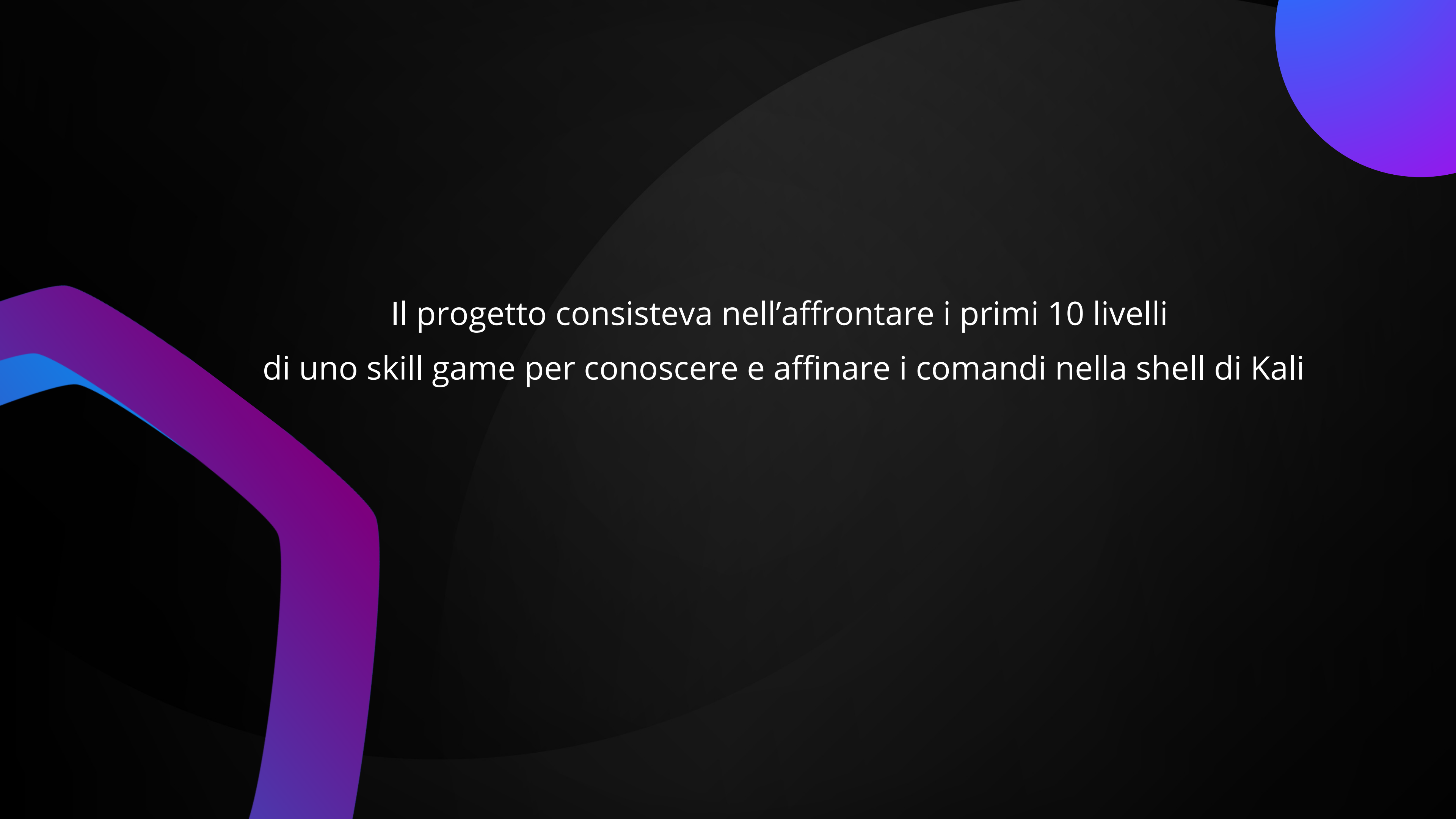




*Progetto
S3/L5*

GAME SHELL

Presented by: Giorgio Trovesi



Il progetto consisteva nell'affrontare i primi 10 livelli
di uno skill game per conoscere e affinare i comandi nella shell di Kali

Livello 1-2-3:

I primi 3 livelli servivano per familiarizzare con i seguenti comandi:

- Comando “pwd”: *visualizza il percorso (path) della directory corrente;*
- Comando “ls” [ls option]: *mostra il contenuto della directory;*
- Comando “cd” [cd nome_directory]: *si utilizza per spostarsi tra le directory, se è seguito da “..” ci si posiziona nella directory genitore, se è seguito da “-” si ritorna in quella precedente.*

```
[mission 1] $ pwd
/home/giorgio/gameshell/World
[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] $ 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] $ cd -
/home/giorgio/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/giorgio/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/giorgio/gameshell/World/Castle/Main_tower
[mission 2] $ ls
First_floor
[mission 2] $ cd ..
[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] $ pwd
/home/giorgio/gameshell/World
[mission 3] $ ls
Castle Forest Garden Mountain Stall
[mission 3] $ cd Castle
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 3] $ cd Main_building
[mission 3] $ ls
Library Throne room
[mission 3] $ cd Throne_room
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Esercizi
Congratulations, mission 3 has been successfully completed!

Livello 4-5-6:

I successivi 3 livelli hanno introdotto nuovi comandi:

- Comando “mkdir” [mkdir option nome_directory]: *si utilizza per creare una nuova directory;*
- Comando “rm” [rm option nome_file]: *necessario quando si vuole cancellare un file;*
- Comando “mv” [mv file destinazione]: *in questa situazione è stato usato per spostare un file/directory, può essere anche utilizzato per rinominarlo.*

```
~/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!
```

```
~
[mission 6] $ cd Garden

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

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

~/Garden
[mission 6] $ pwd
/home/giorgio/gameshell/World/Garden

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

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

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

~/Garden
[mission 6] $ gsh check

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

```
~/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!
```

Livello 7-8-9-10:

Gli ultimi 4 livelli sono serviti per esercitarsi con le option e i wildcards abbinati ai comandi visti in precedenza, in particolare :

- **Is -A:** *necessario per visualizzare tutti i file in una directory compresi quelli nascosti;*
- **Wildcard “*”:** *metacarattere utilizzato per indicare una stringa di 0 o più caratteri in un pathname;*
- **Wildcard “?”:** *metacarattere che indica un solo carattere.*

```
~/Garden
[mission 7] $ pwd
/home/giorgio/gameshell/World/Garden

~/Garden
[mission 7] $ ls -A
.33222_coin_2 .50119_coin_1 .58638_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .33222_coin_2 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ mv .50119_coin_1 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ mv .58638_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!

~/Garden
[mission 8] $ cd

~/Garden
[mission 8] $ cd Castle/Cellar

~/Castle/Cellar
[mission 8] $ ls -A
11284_spider_18 14033_spider_24 1610_spider_8 19666_spider_49 23876_spider_15 26650_spider_7 30617_spider_21 5818_bat_4
11872_spider_17 14395_bat_1 1699_spider_45 19906_spider_1 24620_spider_5 27526_spider_32 31231_spider_48 6079_spider_43
12000_spider_39 14572_bat_2 17525_spider_10 20198_spider_6 24690_spider_9 27862_spider_3 3569_spider_27 6935_spider_4
12527_spider_37 14805_spider_47 18007_spider_20 20604_spider_22 24916_spider_40 28040_spider_50 3633_spider_41 7822_spider_29
12919_spider_25 15018_spider_46 18575_spider_33 2150_spider_38 25065_spider_34 28195_spider_26 3668_spider_30 9427_spider_31
12992_spider_36 15363_spider_42 19290_bat_5 2184_spider_12 25121_spider_13 28936_spider_14 4233_spider_23 9910_bat_3
13392_spider_35 15745_spider_11 1957_spider_28 22281_spider_2 25742_spider_44 29838_spider_16 5748_spider_19 barrel_of_apples

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

~/Castle/Cellar
[mission 8] $ ls -A
14395_bat_1 14572_bat_2 19290_bat_5 5818_bat_4 9910_bat_3 barrel_of_apples

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

Congratulations, mission 8 has been successfully completed!

~/Castle/Cellar
[mission 9] $ ls -a
. .13298_spider_12 .18293_spider_16 .21165_bat_5 .25007_spider_39 .28037_spider_24 .31596_spider_29 .6489_spider_9 .9713_spider_27
.. .13367_spider_26 .18455_spider_30 .21306_spider_23 .25065_spider_18 .28503_spider_20 .31684_spider_6 .6758_spider_2 14395_bat_1
.1005_spider_17 .14255_spider_3 .18771_spider_46 .21808_spider_44 .25130_spider_1 .28644_spider_7 .3508_spider_41 .7086_spider_33 14572_bat_2
.10665_spider_31 .14297_bat_4 .19719_spider_45 .21809_spider_42 .25586_spider_11 .29989_spider_13 .3843_spider_32 .7337_spider_21 19290_bat_5
.11276_spider_14 .15335_spider_4 .19846_spider_35 .22966_bat_2 .25606_spider_36 .30510_spider_22 .4164_spider_49 .7370_spider_34 5818_bat_4
.11839_spider_10 .16200_spider_28 .19946_spider_15 .23016_spider_25 .264_spider_40 .30848_spider_50 .6226_bat_1 .8524_spider_47 9910_bat_3
.12212_spider_8 .17972_spider_5 .20758_spider_19 .24253_spider_37 .27524_bat_3

[mission 10] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/

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

~/Castle/Cellar
[mission 9] $ ls -a
. .14297_bat_4 .21165_bat_5 .22966_bat_2 .27524_bat_3 .6226_bat_1 14395_bat_1

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

Congratulations, mission 9 has been successfully completed!

~/Castle
[mission 10] $ cd Castle

~/Castle
[mission 10] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/

~/Castle
[mission 10] $ cd Great_hall/

~/Castle/Great_hall
[mission 10] $ ls
11242_suit_of_armour 12109_stag_head 25579_decorative_shield standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ ls -a
./ ../ 11242_suit_of_armour 12109_stag_head 25579_decorative_shield standard_1 standard_2 standard_3 standard_4

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

~/Castle/Great_hall
[mission 10] $ cd ~/Forest/Hut/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!
```