



() **Mission goal**

kali@kali: ~

[illegible]

```
[mission 1] $ pwd
/home/kali/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!

- t, --target-directory=DIRECTORY move all SOURCE arguments into DIRECTORY
- T, --no-target-directory treat DEST as a normal file
- u, --update move only when the SOURCE file is newer than the destination file or when the destination file is missing
- v, --verbose explain what is being done
- Z, --context set SELinux security context of destination file to default type
- help display this help and exit
- version output version information and exit

The backup suffix is '~', unless set with --suffix or SIMPLE_BACKUP_SUFFIX. The version control method may be selected via the --backup option or through the VERSION_CONTROL environment variable. Here are the values:

none, off	never make backups (even if --backup is given)
numbered, t	make numbered backups
existing, nil	numbered if numbered backups exist, simple otherwise
simple, never	always make simple backups

GNU coreutils online help: <<https://www.gnu.org/software/coreutils/>>
 Report any translation bugs to <<https://translationproject.org/team/>>
 Full documentation <<https://www.gnu.org/software/coreutils/mv>>
 or available locally via: info '(coreutils) mv invocation'

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[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] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar
[mission 2] $ gsh check
```

Congratulations, mission 2 has been successfully completed!