CONSEGNA [SETTIMANA 2 LEZIONE 2]

```
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(0)═══)>◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇
             ∨...............................................................
          (
          )    Mission goal
          (    ═══════════
          )
          (    Go to the top of the main tower of the castle.
          )
          (
          )    Useful commands
          (    ═══════════════
          )
          (    cd LOCATION
          )    Move to the given location.
          (    Remark: ``cd`` is an abbreviation for "change directory".
          )
          (    pwd
          )    Show the path to your current location.
          (    Remark: ``pwd`` is an abbreviation for "print working directory".
          )
          (    ls
          )    Show a list of locations that are currently accessible.
          (    Remark: ``ls`` is an abbreviation of "list".
          )
          (    gsh check
          )    Check if the mission objective has been achieved.
          (
          )    gsh reset
          (    Restart the mission from the beginning.
          )
          (
          )    Remarks
          (    ═══════
          )
          (    UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriat
          )    (string) values.
          (
          )    Most filesystems treat uppercase and lowercase characters differently. Make sure you use the cor
          (    path.
          )
          (
          ∧............................................................
(0)═══)>◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇
             ∨

[mission 1] $ cd Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower/
[mission 1] $ gsh check

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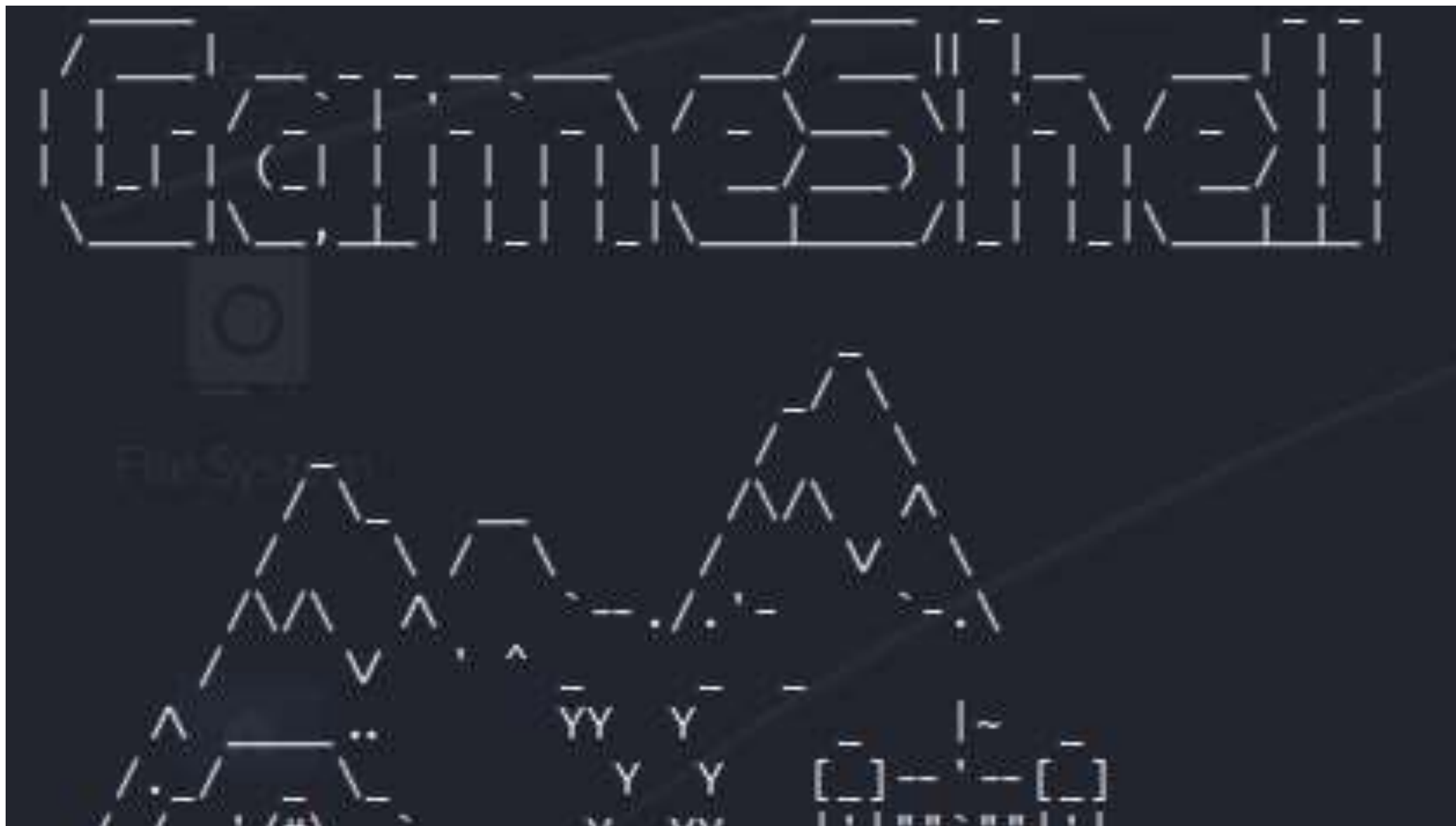
MISSIONE 1

Raggiungi la cima della torre nel castello

Comandi utilizzati

- **cd /Castle/Main_tower/…** *comando che permette di muoversi internamente alle cartelle del dispositivo*

```
mission 2] $ gsh goal

   / \
  |   | Mission goal
  \_ |  ========
     |
     | Go the castle's cellar.
     |
     |
     | Secondary objective
     | ----------------
     |
     | Understand the difference between ``cd -`` and ``cd ..``.
     |
     |
     | Useful commands
     | ========
     |
     | cd -
     | Jump back to the location you were in prior to your last move.
     |
     | cd ..
     | Move to the parent directory (one step back along the path to your current loc
     |
     | pwd
     | See the path to your current location.
     |
     |
     | /
  \_/

mission 2] $ cd
mission 2] $ ls
Castle  Forest  Garden  Mountain  Stall
mission 2] $ cd Castle/
mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
mission 2] $ cd Cellar/
mission 2] $ gsh check

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

MISSIONE 2

Vai ai sotterranei del castello

Comandi utilizzati

- **cd**
  scritto senza argomenti permette di tornare alla cartella di origine

- **ls**
  comando che permette di elencare cartelle e file presenti nella cartella dove si esegue

```
/  \
|  | | Mission goal
\  _  | =========
\_ |
|
| Go back to the starting location and then go to the throne room using on
|
| Remark
|
|
| You may experiment with as many commands as you want, but
| to validate the mission the following conditions need to be met:
| - the second to last command takes you to the starting point,
| - the last command takes you directly to the throne room.
|
|
| Useful commands
| ============
|
|
| cd
| Move back to the starting location.
|
| cd LOCATION1/LOCATION2/LOCATION3
| Make several moves in one command.
|
|
| Remark
| ------
|
|
| UPPERCASE words appearing in commands are meta-variables: you need to re
|
| /
\ /
\_/
```

```
mission 3] $ cd
mission 3] $ cd Castle/Main_building/Throne_room/
mission 3] $ gsh check

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

MISSIONE 3

Torna al punto di partenza e raggiungi la sala del trono con solo due comandi

Comandi utilizzati

- **cd**

- **cd / Castle/Main_building/…**

MISSIONE 4

Costruisci una capanna nella foresta e una cassa nella capanna

Comandi utilizzati

- **cd Forest**

- **mkdir Hut**

- **mkdir Chest**
  permette la creazione di una cartella, in questo caso chiamata una Hut e una Chest

Go back to the cellar and get rid of all the spiders. Leave the bats alone: they appear on the castle's coat of arms and are said to confer luck.

Useful commands

```
rm FILE1 FILE2 ... FILEn
Delete the files (permanently).
Remark: ``rm`` is an abbreviation for "remove".
```

```
                                                              (*)
                                                              \\
                                                               ))
                                                               ^
est/Hut
ion 5] $ cd

ion 5] $ ls
e  Forest  Garden  Mountain  Stall

ion 5] $ cd Castle/Cellar/

tle/Cellar
ion 5] $ ls
l_of_apples  bat_1  bat_2  spider_1  spider_2  spider_3

tle/Cellar
ion 5] $ rm ba
l_of_apples  bat_1            bat_2

tle/Cellar
ion 5] $ rm spider_1 spider_2 spider_3

tle/Cellar
ion 5] $ gsh check

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

MISSIONE 5

Torna nei sotterranei ed elima i ragni, lasciando i pipistrelli

Comandi utilizzati

- **cd Castle/Cellar/**

- **rm spider_1 …**
  permette la rimozione di file e cartelle, in questo caso specifico dei file denominati spider_1, spider_2 e spider_3

```
Mission goal
━━━━━━━━━━━━

Collect all the coins that you can find in the garden in front of the castle, and put them in your
chest in your hut in the forest.


Useful commands
━━━━━━━━━━━━━━━

mv FILE1 FILE2 ... FILEn DIRECTORY
Move the files to the directory.
Remark: ``mv`` is an abbreviation of "move".


~
The "~" symbol is an abbreviation for the initial directory.
Example: wherever you are, ``~/Tavern`` denotes the directory (or file) "Tavern" in the initial
directory.
```

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

~
[mission 6] $ cd Garden/

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

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

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest/

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

~/Garden
[mission 6] $ cd

~
[mission 6] $ cd Forest/Hut/Chest/

~/Forest/Hut/Chest
```

MISSIONE 6

Prendi tutte le monete che trovi nel giardino e mettile nella cassa

Comandi utilizzati

- **cd**

- **pwd**
  permette di verificare il percorso della cartella in cui ci si trova

- **mv coin_1 … /home/kali/…**
  permette di spostare file dalla cartella in cui ci si trova alla cartella specificata nel comando

```
| Mission goal
| ===========
|
| Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in
| your hut in the forest).
|
|
| Secondary objective
| ==================
|
| Learn how to use the "Tab" key to go faster.
|
|
| Useful commands
| ==============
|
| ls -A
| List all the files of the current directory, including hidden files. (A file is "hidden" when its
| name starts with a dot.)
|
| Tab
| The tabulation key "completes" the name of a file or directory once you have typed the beginning of
| its name. This only works
| if there is only one possible completion.
|
| Tab-Tab
| Pressing tabulation twice successively shows a list of possible completions.
```

```
en
on 7] $ ls -A
_coin_3  .27454_coin_1  .7629_coin_2  Flower_garden  Maze  Shed

en
on 7] $ mv .*c* /home/kali/gameshell/World/Forest/Hut/Chest

en
on 7] $ ls
_garden  Maze  Shed

en
on 7] $ gsh check

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

MISSIONE 7

Prendi tutte le monete nascoste nel giardino e mettile nella cassa

Comandi utilizzati

- **ls -a**
  permette di vedere nell'elenco anche file e cartelle nascoste

- **mv .*c***
  permette di spostare file e cartelle nascoste e, in questo caso, che abbiano nel nome una sequenza di caratteri qualsiasi con una c all'interno

```
| / |  Mission goal
| / |  ─────────────
| / |
| / |  Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.
| / |
| / |  Shell patterns
| / |  ─────────────
| / |
| / |  *
| / |  The "*" character stands in for any sequence of characters
| / |  (including an empty sequence).
| / |
| / |  ?
| / |  The "?" character stands in for any single character.
| / |
| / |  Those wildcards can be used to denote lists of existing files / directories in the current working
| / |  directory.
| / |
| / |  For example: if the current folder contains
| / |  file-1 Folder-1 file-14 potato
| / |  then
| / |      *      ⟶   file-1 Folder-1 file-14 potato
| / |      *1     ⟶   file-1 Folder-1
| / |      *o*    ⟶   Folder-1 potato
| / |      x*     ⟶   error, no matching file
| / |      *-?    ⟶   file-1 Folder-1
| / |      *-??   ⟶   file-14
```

~/Garden
[mission 8] $ cd

~
[mission 8] $ cd Castle/Cellar/

~/Castle/Cellar
[mission 8] $ ls
10634_spider_37   14297_spider_9   21970_spider_11   23176_spider_6   26570_spider_31   31406_spider_4   5195_spider_23
11728_spider_1   15604_spider_35   22445_spider_12   23204_spider_18   28239_spider_49   31591_spider_14   5849_spider_38
11870_spider_43   16714_spider_48   22448_spider_24   23868_spider_16   28691_spider_20   31901_spider_34   744_spider_36
12102_spider_7   17122_spider_47   22497_spider_42   2394_spider_15   30209_spider_8   3497_spider_45   7808_spider_5
13012_spider_3   19478_spider_22   22679_spider_46   24145_spider_33   30223_bat_4   415_spider_27   8021_spider_29
13047_spider_25   19796_spider_30   22940_spider_19   24165_spider_32   30560_bat_2   4681_spider_39   8297_spider_40
13659_spider_28   19910_spider_50   22992_spider_26   2431_spider_2   30588_bat_3   4725_bat_5   8816_spider_10
1375_bat_1   20990_spider_21   2314_spider_44   26403_spider_41   31023_spider_17   5112_spider_13   barrel_of_apples

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

~/Castle/Cellar
[mission 8] $ ls
1375_bat_1 30223_bat_4   30560_bat_2   30588_bat_3   4725_bat_5

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

Congratulations, mission 8 has been successfully completed!

MISSIONE 8

Elimina tutti i ragni nei sotterranei

Comandi utilizzati
- **cd**
- **ls**
- **rm *s***

MISSIONE 9
Elimina tutti i ragni nascosti nei sotterranei

Comandi utilizzati

- **ls –a**
- **rm .*s***

MISSIONE 10
Copia gli stendardi dal castello alla cassa

Comandi utilizzati

- **ls**

- **cd**

- **cp standard_1 /home/kali/…**
  permette di copiare un file oppure una cartella da dove ci si trova nella cartella specificata nel comando