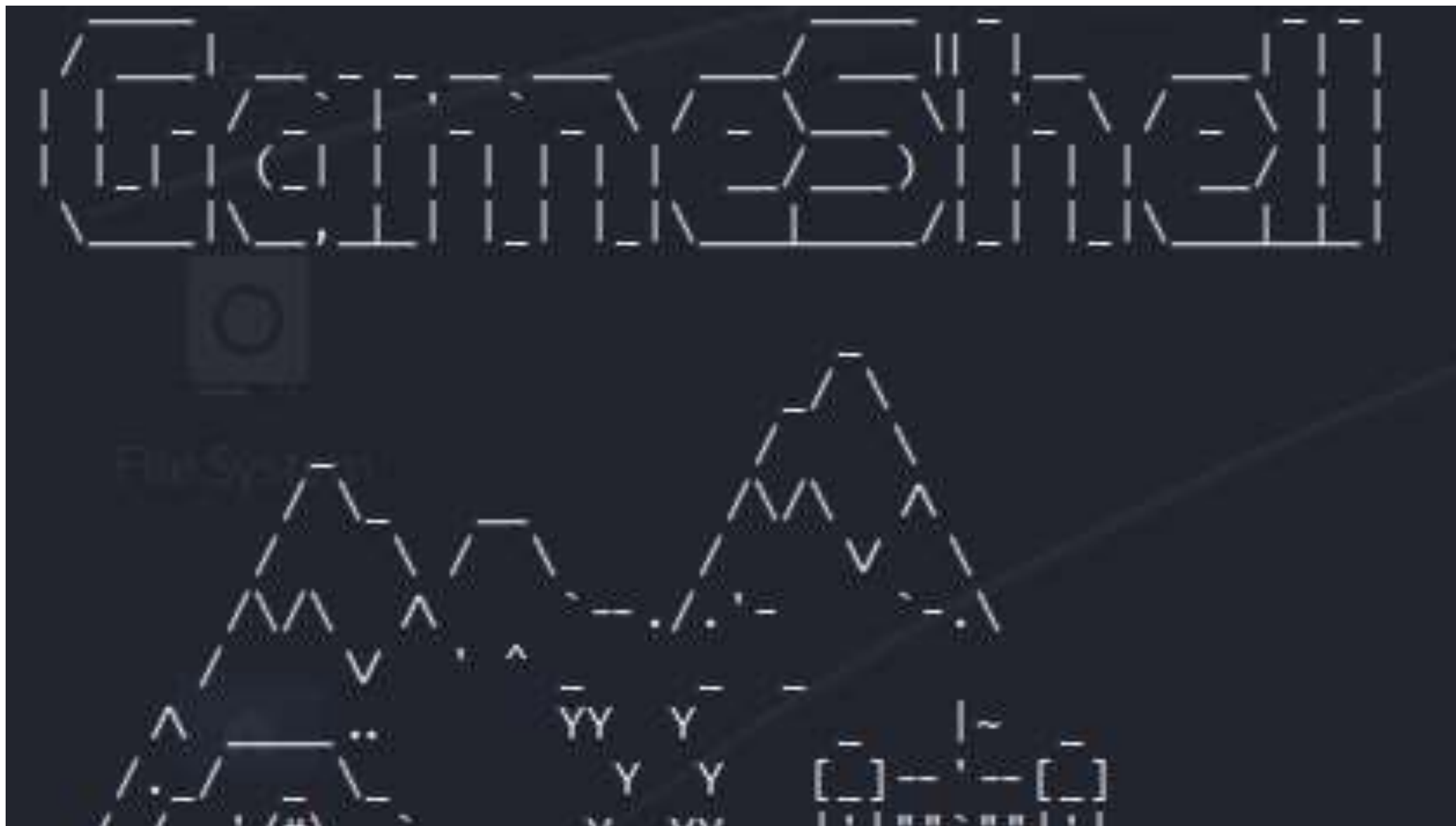


CONSEGNA [SETTIMANA 2 LEZIONE 2]



```
^
(0) >>>
V
(
) 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 appropriate
(
) (string) values.
(
)
(
) Most filesystems treat uppercase and lowercase characters differently. Make sure you use the correct
(
) path.
(
)
^
(0) >>>
V

[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 location).

`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
```

Congratulations, 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/...`

```
| mkdir DIRECTORY
| Create a new directory inside the current directory.
| Remark: ``mkdir`` is an abbreviation for "make directory".
```

```
~/Forest
[mission 4] $ cd

~
[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 goal
```

Mission goal

Build a "Hut" in the forest, and then build a "Chest" in the hut.

Useful commands

```
| mkdir DIRECTORY
| Create a new directory inside the current directory.
```

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

Mission goal

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 elimina 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*

```
( )=(
Mission goal

The spiders are getting clever: they found a way to hide.
Get rid of all the spiders that are hiding in the cellar without disturbing 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.

Remark
The wildcards "*" and "?" don't see hidden files, you need to add an explicit dot at the start of the pattern.
)
( )=(
```

```
~/Castle/Cellar
[mission 9] $ ls -A
.10346_spider_37 .14754_spider_11 .18577_spider_19 .22562_spider_39 .2736_spider_33 .31323_bat_2 .6779_spider_40
.10748_spider_25 .15511_spider_41 .18593_spider_30 .23301_spider_46 .27416_spider_4 .32272_spider_17 .6851_spider_7
.12012_spider_48 .1669_spider_10 .18594_spider_22 .23349_bat_3 .2765_spider_31 .32592_spider_38 .7276_spider_35
.12699_spider_3 .16787_spider_6 .19044_spider_14 .23647_spider_26 .27976_spider_44 .3286_spider_8 .7688_spider_20
.12865_spider_43 .1715_spider_16 .19989_spider_24 .25002_spider_29 .29457_spider_12 .3565_spider_23 .8276_spider_9
.12911_bat_5 .17220_spider_42 .20367_bat_1 .25076_spider_47 .30223_bat_4 .3818_spider_27 .8769_spider_32
.13524_spider_21 .17413_spider_34 .20369_spider_5 .25782_bat_4 .30302_spider_13 .4020_spider_49
.1375_bat_1 .18124_spider_50 .20968_spider_36 .26491_spider_28 .30560_bat_2 .4725_bat_5
.14376_spider_1 .18357_spider_18 .21235_spider_45 .26588_spider_15 .30588_bat_3 .4790_spider_2
```

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

~/Castle/Cellar
[mission 9] $ ls
.1375_bat_1 .30223_bat_4 .30560_bat_2 .30588_bat_3 .4725_bat_5
```

```
~/Castle/Cellar
[mission 9] $ gsh check
Some bats have been modified!
Sorry, mission 9 hasn't been completed.
```

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

```
~/Castle/Cellar
[mission 9] $ ls -A
.10130_spider_46 .14051_spider_27 .16036_bat_3 .23382_spider_5 .28878_spider_22 .31553_bat_5 .8421_spider_16
.1063_spider_19 .14054_spider_2 .16342_spider_50 .23386_spider_20 .28979_spider_1 .31807_spider_14 .8472_spider_21
.10930_spider_24 .14201_spider_18 .1839_spider_31 .24716_spider_25 .29242_spider_7 .4725_bat_5 .9025_spider_15
.11308_spider_6 .14269_spider_17 .19472_spider_42 .25034_bat_1 .29709_bat_2 .5320_spider_28 .9081_spider_30
.11374_spider_39 .15077_spider_9 .20813_spider_11 .251_spider_41 .29718_spider_4 .5501_spider_43 .9190_spider_48
.11582_spider_47 .15432_spider_45 .21669_spider_8 .25641_spider_35 .30223_bat_4 .5755_spider_38 .947_spider_23
.12177_spider_33 .15499_spider_44 .22005_spider_13 .2668_spider_32 .30560_bat_2 .5962_spider_29
.12276_spider_36 .15631_spider_49 .22619_spider_37 .27930_spider_34 .30588_bat_3 .7150_bat_4
.1375_bat_1 .15683_spider_3 .23228_spider_10 .28624_spider_40 .30975_spider_12 .7270_spider_26
```

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

~/Castle/Cellar
[mission 9] $ ls
.1375_bat_1 .30223_bat_4 .30560_bat_2 .30588_bat_3 .4725_bat_5
```

```
~/Castle/Cellar
[mission 9] $ gsh check
Congratulations, mission 9 has been successfully completed!
```

MISSIONE 9

Elimina tutti i ragni nascosti nei sotterranei

Comandi utilizzati

- `ls -a`
- `rm .*s*`

Mission goal

You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.

Useful commands

cp FILE DIRNAME
Copy the file to the directory.
Remark: ``cp`` is an abbreviation of "copy".

```
~/Castle/Great_hall  
[mission 10] $ ls  
34524_stag_head  415_decorative_shield  46249_suit_of_armour  standard_1  standard_2  standard_3  standard_4
```

```
~/Castle/Great_hall  
[mission 10] $ cp standard_1 /home/kali/gameshell/World/Forest/Hut/Chest/
```

```
~/Castle/Great_hall  
[mission 10] $ cp standard_2 /home/kali/gameshell/World/Forest/Hut/Chest/
```

```
~/Castle/Great_hall  
[mission 10] $ cp standard_3 /home/kali/gameshell/World/Forest/Hut/Chest/
```

```
~/Castle/Great_hall  
[mission 10] $ cp standard_4 /home/kali/gameshell/World/Forest/Hut/Chest/
```

```
~/Castle/Great_hall  
[mission 10] $ cd
```

```
~  
[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!

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*