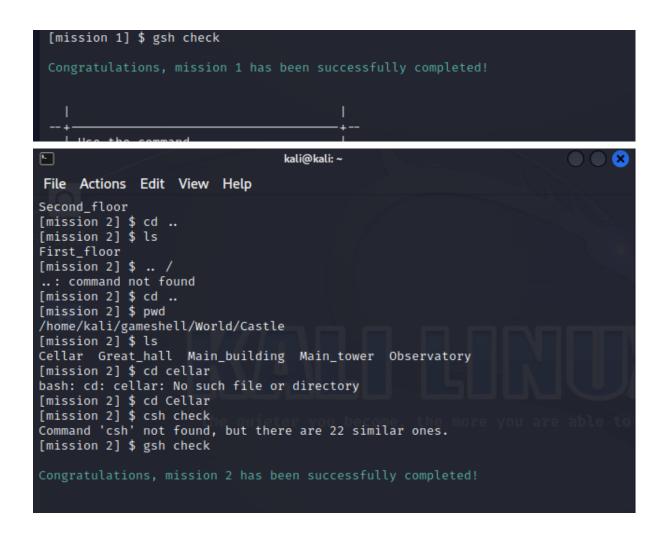Esercitazione di fine Modulo 2

Ilaria Pedrelli

GameShell

Per l'esercitazione di fine modulo 2 ho completato in tutto 32 missioni:

```
[mission 3] $ cd
[mission 3] $ cd /home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check

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

```
[mission 4] $ pwd
/home/kali/gameshell/World

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/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 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 spider_2 spider_3

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

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

```
~/Castle/Cellar
[mission 6] $ ls
barrel_of_apples  bat_1  bat_2

~/Castle/Cellar
[mission 6] $ cd

~
[mission 6] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 6] $ cd Garden

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

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

~/Garden
[mission 6] $ gsh check

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

```
/home/kali/gameshell/World/Garden

~/Garden
[mission 7] $ la -A
la: command not found

~/Garden
[mission 7] $ ls -A
.23322_coin_2  .42962_coin_1  .45465_coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv. .23322_coin_2  .42962_coin_1  .45465_coin_3 ~/Forest/Hut/Ch
est
Command 'mv.' not found, did you mean:
  command 'mvs' from deb libwww-mediawiki-client-perl
  command 'mv' from deb coreutils
Try: sudo apt install <deb name>

~/Garden
[mission 7] $ mv .23322_coin_2  .42962_coin_1  .45465_coin_3 ~/Forest/Hut/Che
st

~/Garden
[mission 7] $ gsh check

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

uso comando rm -v *_spider_*

```
removed '2666_spider_16'
removed '26848_spider_32'
removed '2791_spider_4'
removed '28463_spider_46'
removed '28878_spider_36'
removed '29448_spider_35'
removed '29870_spider_33'
removed '30760_spider_43'
removed '31437_spider_13'
removed '31839_spider_41'
removed '5215_spider_31'
removed '7415_spider_3'
removed '78_spider_49'
removed '794_spider_17'
removed '80_spider_21'
removed '8194_spider_38'
removed '878_spider_48'
removed '8951_spider_39'
removed '9040_spider_18'
removed '9625_spider_44'
removed '96_spider_8'
removed '9999_spider_28'

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

Congratulations, mission 8 has been successfully completed!
```

uso comando rm -v *_spider_* .*_spider_* per eliminare anche quelli nascosti

```
removed '.5585_spider_30'
removed '.6381_spider_15'
removed '.7381_spider_10'
removed '.7822_spider_37'
removed '.7902_spider_29'
removed '.7937_spider_50'
removed '.9205_spider_23'

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

Congratulations, mission 9 has been successfully completed!
```

uso il comando cp per copiare i file nella Chest

```
~
[mission 10] $ cd Catle
bash: cd: Catle: No such file or directory

~
[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
47576_decorative_shield  57043_stag_head  6732_suit_of_armour  standard_1  standard_2  standard_3  standard_4

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

~/Castle/Great_hall
[mission 10] $ gsh chek
Error: unknown gsh command 'chek'.
Use one of the following commands:  check, goal, help, reset

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

Congratulations, mission 10 has been successfully completed!
```

```
~/Castle/Great_hall
[mission 11] $ pwd
/home/kali/gameshell/World/Castle/Great_hall

~/Castle/Great_hall
[mission 11] $ ls -A
20683_tapestry_04      41532_tapestry_08      5884_tapestry_10   64633_tapestry_06  standard_4
27102_suit_of_armour   42674_tapestry_01      59488_tapestry_02  standard_1
36331_stag_head        54624_tapestry_09      62792_tapestry_07  standard_2
38237_tapestry_03      58164_decorative_shield  63993_tapestry_05  standard_3

~/Castle/Great_hall
[mission 11] $ cp *_tapestry_* ~/Forest/Hut/Chest

~/Castle/Great_hall
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!

  |                    |
```

Nel livello 12 con il comando cp painting_fpeFDIEG ~/Forest/Hut/Chest sposto il quadro più vecchio nel chest. Con cat vedo i quadri

```
~/Castle/Main_tower/First_floor
[mission 12] $ gsh check

Congratulations, mission 12 has been successfully completed!
```

il livello 13 è saltato

```
The command 'cal' is required for mission misc/01_cal_nostradamus/init.sh.
(Debian / Ubuntu: install package 'bsdmainutils')
Error: mission 13 is cancelled because some dependencies are not met.
```

```
      /\''''''''''''''''''''''''''''''''''''''''''''''''''''''''''
(O)═══)>◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇<)═(O)
      \/_____/

~
[mission 14] $ alias la='ls -A'

~
[mission 14] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 14] $ la
.bashrc  Castle/  Forest/  Garden/  .lesshst  Mountain/  .nice_rock  Stall/

~
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!


  |
--+---------------------------+--
  | Use the command           |
  | $ gsh help
```

```
~
[mission 15] $ nano ~/Forest/Hut/Chest/journal.txt

~
[mission 15] $ gsh check

Congratulations, mission 15 has been successfully completed!


  |                               |
```

```
~
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'


~
[mission 16] $ gsh check

Congratulations, mission 16 has been successfully completed!
```

```
~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ coRoobstqHQnpNZU FzTSdTkBsDobUesS/

~/Castle/Cellar/.Lair_of_the_spider_queen coRoobstqHQnpNZU FzTSdTkBsDobUesS
[mission 17] $ la
bjIRcWmrfGpsbasX_spider_queen_crlHCvnpXRoCfOTe   PWEzDfCMGodJVkZx_baby_bat_tQdtyBFmqviKCKfC

~/Castle/Cellar/.Lair_of_the_spider_queen coRoobstqHQnpNZU FzTSdTkBsDobUesS
[mission 17] $ rm bjIRcWmrfGpsbasX_spider_queen_crlHCvnpXRoCfOTe

~/Castle/Cellar/.Lair_of_the_spider_queen coRoobstqHQnpNZU FzTSdTkBsDobUesS
[mission 17] $ gsh check
Perfect, it took you only 17 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!


  |                               |
```

```
~/Castle/Cellar/.Lair_of_the_spider_queen coRoobstqHQnpNZU FzTSdTkBsDobUesS
[mission 18] $ xeyes
^C

~/Castle/Cellar/.Lair_of_the_spider_queen coRoobstqHQnpNZU FzTSdTkBsDobUesS
[mission 18] $ xeyes &
[1] 24978

~/Castle/Cellar/.Lair_of_the_spider_queen coRoobstqHQnpNZU FzTSdTkBsDobUesS
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!
```

```
~/Garden/Maze/748d275ca22105b146c6810/a89839ed119c46e9/99e4e4bea903bddce41609d4
[mission 19] $ ls
00000_copper_coin_00000

~/Garden/Maze/748d275ca22105b146c6810/a89839ed119c46e9/99e4e4bea903bddce41609d4
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/748d275ca22105b146c6810/a89839ed119c46e9/99e4e4bea903bddce41609d4
[mission 19] $ gsh check

Congratulations, mission 19 has been successfully completed!
```

Congratulations!

```
File  Actions  Edit  View  Help
          └── 7f43524480a1f3fd1825ced04031b8
    ├── ad29e60caff5c293cf587135223d13
    │   ├── 15e821519c404d8ed9bfdde9
    │   ├── 306eee13a807
    │   └── 8e29e4d42
    └── dc4f6a5b05005d2ae9289188ae4a2d6
        ├── 53468859402
        ├── 7e1abf459a85ac048c4fb7a
        └── fd3af3535fe77501b441b5e5d23eef5

40 directories, 1 file

~/Garden/Maze
[mission 20] $ cd 62ae223bd6e836b88f205b68e63a93
bash: cd: 62ae223bd6e836b88f205b68e63a93: No such file or directory

~/Garden/Maze
[mission 20] $ cd 346eafca00bcb651775e871ad9bd86

~/Garden/Maze/346eafca00bcb651775e871ad9bd86
[mission 20] $ ls
2f9c4e1daaa281f/   62ae223bd6e836b88f205b68e63a93/   6d16641df9c/

~/Garden/Maze/346eafca00bcb651775e871ad9bd86
[mission 20] $ cd 62ae223bd6e836b88f205b68e63a93/

~/Garden/Maze/346eafca00bcb651775e871ad9bd86/62ae223bd6e836b88f205b68e63a93
[mission 20] $ ls
0b8df7f23fcb335325/   862c0ed8dab7668cf964d0e/   b3454cea8bc08deb95/

~/Garden/Maze/346eafca00bcb651775e871ad9bd86/62ae223bd6e836b88f205b68e63a93
[mission 20] $ cd 862c0ed8dab7668cf964d0e/

~/Garden/Maze/346eafca00bcb651775e871ad9bd86/62ae223bd6e836b88f205b68e63a93/862c0ed8dab7668cf964d0e
[mission 20] $ ls
00000_silver_coin_00000

~/Garden/Maze/346eafca00bcb651775e871ad9bd86/62ae223bd6e836b88f205b68e63a93/862c0ed8dab7668cf964d0e
[mission 20] $ mv 00000_silver_coin_00000 ~/Forest/Hut/Chest

~/Garden/Maze/346eafca00bcb651775e871ad9bd86/62ae223bd6e836b88f205b68e63a93/862c0ed8dab7668cf964d0e
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!
```

```
~/Garden/Maze
[mission 21] $ find . -type f -iname *gold*
./d905d4bebaeb91736b94c342f/4c04c4b7f498df6657562d41b/d7fbdd126798d2114410e8434529c94/GolD_CoiN_2
./7320d9261f3f9bf4422177abba/115914d0e1/d9aad781db249ff83cf08ba7748630c/gold_coin_1

~/Garden/Maze
[mission 21] $ mv */*/*/*gold* ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ mv */*/*/*Gold* ~/Forest/Hut/Chest/
mv: cannot stat '*/*/*/*Gold*': No such file or directory

~/Garden/Maze
[mission 21] $ mv */*/*/*GolD* ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ gsh check

Congratulations, mission 21 has been successfully completed!



     |                         |
                               |
```

```
~/Mountain/Cave/Book_of_potions
[mission 22] $ cd ..

~/Mountain/Cave
[mission 22] $ pwd
/home/kali/gameshell.2/World/Mountain/Cave

~/Mountain/Cave
[mission 22] $ head -6 ./Book_of_potions/page_07
Herbal tea
_____


1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.

~/Mountain/Cave
[mission 22] $ gsh check

Congratulations, mission 22 has been successfully completed!



     |                         |
                               |
```

```
~/Mountain/Cave
[mission 24] $ cat Book_of_potions/page_01 Book_of_potions/page_02
Transformation potion
_____


1) Boil water in a cauldron.
2) Add 3 measures of fluxweed to the cauldron.
3) Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
6) Add 4 leeches to the cauldron.
7) Crush 2 scoops of lacewing flies to a fine paste.
8) Add 2 measures of the crushed lacewings to the cauldron.
9) Heat for 30 seconds on a low heat.
10) Add 3 measures of boomslang skin to the cauldron.
11) Crush a bicorn horn into a fine powder.
12) Add 1 measure of the crushed horn to the cauldron.
13) Heat for 20 seconds at a high temperature.
14) Wave your wand then let potion brew for 24 hours.
15) Add 1 additional scoop of lacewings to the cauldron.
16) Stir 3 times, counter-clockwise.
17) Split potion into multiple doses, if desired.
18) Add a pieces of the person you wish to become.
19) Wave your wand to complete the potion.

~/Mountain/Cave
[mission 24] $ gsh check

Congratulations, mission 24 has been successfully completed!
```

```
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -16
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.

~/Mountain/Cave
[mission 25] $ gsh check

Congratulations, mission 25 has been successfully completed!
```

```
~/Mountain/Cave
[mission 26] $ head -6  Book_of_potions/page_13 | tail -3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

~/Mountain/Cave
[mission 26] $ gsh check

Congratulations, mission 26 has been successfully completed!
```

```
~/Mountain/Cave
[mission 27] $ kill 109140

~/Mountain/Cave
[mission 27] $ gsh check

Congratulations, mission 27 has been successfully completed!
```

```
~
[mission 28] $ kill -9
                      *#@*
                    &_**/~
                     !$-#


  14485


~
[mission 28] $
                    *#@*
                  &_**/~
                   !$-#

ps
    PID TTY          TIME CMD
  13504 pts/1    00:00:00 zsh
  13614 pts/1    00:00:00 bash
  13681 pts/1    00:00:00 bash
  14877 pts/1    00:00:00 spell
  15095 pts/1    00:00:00 ps


~
[mission 28] $
              *#@*
            &_**/~
             !$-#

kill -9 14877

~
[mission 28] $ gsh check

Congratulations, mission 28 has been successfully completed!
```

```
removed '9551_coal'
removed '9634_coal'
removed '9700_coal'
removed '9711_coal'
removed '9714_coal'
removed '9731_coal'
removed '9763_coal'
removed '9814_coal'
removed '9927_coal'

~/Castle/Cellar
[mission 29] $ gsh check

Congratulations, mission 29 has been successfully completed!


        |                                    |
```

```
~/Castle/Cellar
[mission 30] $ gsh check
47 + 97 = ?? 144
92 + 65 = ?? 157
88 + 51 = ?? 139
95 + 98 = ?? 193
85 + 58 = ?? 143

Congratulations, mission 30 has been successfully completed!
```

```
~/Castle/Main_building
[mission 31] $ ls
Library/   Throne_room/

~/Castle/Main_building
[mission 31] $ cd Library/

~/Castle/Main_building/Library
[mission 31] $ ls
Greek_Latin_and_other_modern_languages   Mathematics_101   Merlin_s_office/

~/Castle/Main_building/Library
[mission 31] $ gsh check<Mathematics_101
17 * 59 = ?? 39 * 22 = ?? 62 * 98 = ?? 83 * 75 = ?? 57 * 50 = ?? 69 * 98 = ?? 49 * 53 = ?? 27 * 88 = ?? 32 * 28 = ?? 4 * 24 = ?? 77 * 83 = ?? 10 * 36 = ?? 31 * 5 =
 ?? 27 * 16 = ?? 86 * 49 = ?? 53 * 77 = ?? 55 * 36 = ?? 44 * 16 = ?? 41 * 62 = ?? 62 * 18 = ?? 84 * 46 = ?? 48 * 62 = ?? 36 * 19 = ?? 70 * 46 = ?? 10 * 51 = ?? 15
* 21 = ?? 22 * 94 = ?? 33 * 71 = ?? 29 * 41 = ?? 19 * 46 = ?? 62 * 96 = ?? 73 * 14 = ?? 49 * 44 = ?? 64 * 48 = ?? 68 * 91 = ?? 15 * 40 = ?? 47 * 23 = ?? 41 * 13 =
 ?? 40 * 69 = ?? 18 * 47 = ?? 72 * 46 = ?? 83 * 28 = ?? 6 * 64 = ?? 2 * 49 = ?? 12 * 98 = ?? 67 * 91 = ?? 20 * 92 = ?? 38 * 43 = ?? 56 * 43 = ?? 13 * 17 = ?? 63 * 7
5 = ?? 18 * 39 = ?? 13 * 51 = ?? 5 * 22 = ?? 4 * 35 = ?? 16 * 20 = ?? 61 * 90 = ?? 93 * 13 = ?? 63 * 86 = ?? 68 * 94 = ?? 6 * 86 = ?? 49 * 92 = ?? 86 * 85 = ?? 100
 * 11 = ?? 84 * 99 = ?? 17 * 56 = ?? 81 * 5 = ?? 52 * 14 = ?? 79 * 92 = ?? 15 * 95 = ?? 12 * 36 = ?? 10 * 47 = ?? 81 * 51 = ?? 8 * 88 = ?? 40 * 40 = ?? 95 * 87 = ?
? 98 * 39 = ?? 24 * 85 = ?? 53 * 11 = ?? 85 * 41 = ?? 33 * 1 = ?? 64 * 72 = ?? 11 * 50 = ?? 25 * 44 = ?? 72 * 59 = ?? 66 * 37 = ?? 56 * 36 = ?? 64 * 21 = ?? 36 * 3
6 = ?? 77 * 55 = ?? 5 * 74 = ?? 92 * 46 = ?? 27 * 73 = ?? 62 * 16 = ?? 48 * 58 = ?? 66 * 82 = ?? 23 * 89 = ?? 78 * 55 = ?? 95 * 60 = ?? 70 * 94 = ??
Congratulations, mission 31 has been successfully completed!
```

```
~/Castle/Main_building/Library
[mission 32] $ ls Merlin_s_office
candle          grimoire_13636  grimoire_17702  grimoire_21018  grimoire_24755  grimoire_27497  grimoire_29579  grimoire_3356   grimoire_6177   grimoire_9315
Drawer/         grimoire_13716  grimoire_17763  grimoire_21276  grimoire_2494   grimoire_28062  grimoire_29619  grimoire_338    grimoire_6282   grimoire_9351
grimoire_1030   grimoire_13732  grimoire_18745  grimoire_21562  grimoire_25096  grimoire_28111  grimoire_29899  grimoire_3710   grimoire_6609   grimoire_9358
grimoire_10444  grimoire_14085  grimoire_19671  grimoire_21734  grimoire_25673  grimoire_28236  grimoire_29945  grimoire_3804   grimoire_6817
grimoire_1063   grimoire_14489  grimoire_19903  grimoire_22431  grimoire_25903  grimoire_28267  grimoire_30257  grimoire_4204   grimoire_7252
grimoire_1069   grimoire_15001  grimoire_19919  grimoire_22643  grimoire_26366  grimoire_28409  grimoire_30366  grimoire_4306   grimoire_7273
grimoire_11524  grimoire_15294  grimoire_19980  grimoire_22770  grimoire_26856  grimoire_28860  grimoire_3059   grimoire_438    grimoire_7314
grimoire_11550  grimoire_16018  grimoire_20046  grimoire_22850  grimoire_26935  grimoire_29034  grimoire_31104  grimoire_5105   grimoire_7835
grimoire_1170   grimoire_1626   grimoire_20574  grimoire_23163  grimoire_26944  grimoire_2919   grimoire_31413  grimoire_5114   grimoire_7852
grimoire_12141  grimoire_16675  grimoire_20606  grimoire_23720  grimoire_27022  grimoire_29393  grimoire_31723  grimoire_5685   grimoire_7926
grimoire_12964  grimoire_17407  grimoire_20953  grimoire_24268  grimoire_27469  grimoire_29476  grimoire_32038  grimoire_5705   grimoire_8630

~/Castle/Main_building/Library
[mission 32] $ cd Merlin_s_office

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire_* > Drawer/inventory.txt

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ gsh check

Congratulations, mission 32 has been successfully completed!
```

```
File  Actions  Edit  View  Help
     3   basic/03_cd_HOME_throne (completed)
     4   basic/04_mkdir_chest (completed)
     5   basic/05_rm_spiders_cellar (completed)
     6   basic/06_mv_coins_garden (completed)
     7   basic/07_mv_hidden_coins_garden (completed)
     8   basic/08_rm_wildcard_spiders_cellar (completed)
     9   basic/09_rm_wildcard_hidden_spiders_cellar (completed)
    10   basic/10_cp_standard_great_hall (completed)
    11   basic/11_cp_wildcards_tapestries_great_hall (completed)
    12   basic/12_cp_ls_mtime_paintings_tower (completed)
    13   misc/01_cal_nostradamus (cancelled)
    14   intermediate/01_alias_la (completed)
    15   misc/02_nano_journal (completed)
    16   intermediate/02_alias_journal (completed)
    17   intermediate/03_tab_spider_lair (completed)
    18   intermediate/04_bg_xeyes (completed)
    19   finding_files_maze/01_ls_cd (completed)
    20   finding_files_maze/02_tree (completed)
    21   finding_files_maze/03_find_1 (completed)
    22   pipe_intro_book_of_potions/01_head (completed)
    23   pipe_intro_book_of_potions/02_tail (completed)
    24   pipe_intro_book_of_potions/03_cat (completed)
    25   pipe_intro_book_of_potions/04_pipe (completed)
    26   pipe_intro_book_of_potions/05_pipe_head_tail (completed)
    27   processes/01_ps_kill (completed)
    28   processes/02_ps_kill_signal (completed)
    29   processes/03_pstree_kill (completed)
    30   stdin_stdout_stderr/01_stdin_additions (completed)
    31   stdin_stdout_stderr/02_stdin_redirection_multiplications (completed)
    32   stdin_stdout_stderr/03_stdout_redirection_inventory (completed)
  → 33   stdin_stdout_stderr/04_stderr_dev-null_grimoires
    34   stdin_stdout_stderr/05_stdout_stderr_redirection_merlin
    35   permissions/01_chmod_x_dir_king_quarter
    36   permissions/02_chmod_r_file_king_quarter
    37   permissions/03_chmod_rw_file_dir_throne_room
    38   finding_files_maze/04_find_2
    39   finding_files_maze/05_find_xargs_grep
    40   pipes_merchant_stall/01_pipe_1
    41   pipes_merchant_stall/02_pipe_2
    42   misc/03_tr_caesar_shift
    43   FINAL_MISSION

~
~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ █
```