

Progetto finale modulo 2

Missione 1

Mission goal

Go to the top of the main tower of the castle.

```
[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
```

Missione 2

Mission goal

Go the castle's cellar.

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ ls
[mission 2] $ cd Castle
```

```
[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
```

Missione 3

Mission goal

Go back to the starting location and then go to the throne room using only two commands.

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

Missione 4

Mission goal

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

```
~/Castle/Main_building/Throne_room* |\|
[mission 4] $ cd
~
[mission 4] $ ls
Castle Forest Garden Mountain Stall
~
[mission 4] $ cd forest
bash: cd: forest: No such file or directory
~
[mission 4] $ cd Forest
~/Forest
[mission 4] $ mkdir Hut
~/Forest
[mission 4] $ ls
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!
```

Missione 5

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.

```
~/Forest/Hut
[mission 5] $ cd
~
[mission 5] $ cd Castle/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] $ ls
barrel_of_apples  bat_1  bat_2
~/Castle/Cellar
[mission 5] $ gsh check

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

Missione 6

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.

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

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

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

~/Garden
[mission 6] $ ghs check
Command 'ghs' not found, did you mean:
  command 'gss' from deb libgss-dev
  command 'ghc' from deb ghc
  command 'gh' from deb gh
  command 'gjs' from deb gjs
  command 'gs' from deb ghostscript
  command 'ghb' from deb handbrake
Try: sudo apt install <deb name>

~/Garden
[mission 6] $ gsh check

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

Missione 7

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).

```
~/Garden
[mission 7] $ ls -A
.10609_coin_2 .14374_coin_1 .15542_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .10609_coin_2 .14374_coin_1 .15542_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ ls
Flower_garden Maze Shed

~/Garden
[mission 7] $ ls -A
Flower_garden Maze Shed

~/Garden
[mission 7] $ gsh check

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

Missione 8

```
[mission 8] $ pwd
/home/kali/gameshell.1/World
-
[mission 8] $ ls
Castle Forest Garden Mountain Stall
-
[mission 8] $ cd Castle/Cellar
~/Castle/Cellar
[mission 8] $ ls
10768_spider_43 13018_spider_23 16843_spider_1 18306_spider_35 20079_spider_29 22210_spider_16 23108_spider_48 26522_bat_4 28032_bat_5 28715_spider_19 32179_spider_28 4066_spider_5 5008_spider_38 9111_spider_44
112_spider_18 13419_spider_8 17885_spider_8 18442_spider_48 20703_spider_14 22398_spider_2 23792_spider_37 26814_spider_9 28848_spider_30 29853_spider_28 3481_spider_47 4179_spider_9 5211_spider_15 9453_spider_31
1073_spider_50 13607_spider_42 17355_spider_25 19876_spider_26 20992_spider_32 22613_spider_39 24556_spider_21 27498_spider_24 28031_bat_3 29307_spider_49 3735_spider_11 458_spider_18 541_spider_36 960_bat_2
12927_spider_45 14410_spider_46 18296_bat_1 19981_spider_10 21545_spider_22 22873_spider_41 26206_spider_12 27575_spider_17 28666_spider_34 31586_spider_4 4840_spider_27 480_spider_13 7802_spider_7 barrel_of_apples
```

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

Missione 9

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.

Traccia:

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzarci con il terminale.

```
~/Castle/Cellar  
[mission 9] $ rm -v .*spider*  
removed 11/0 spiders 25'
```

Missione 10

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.

```

~/Castle/Great_hall
[mission 10] $ cp *standard_* ~/
.bashrc .lessht Castle/ Forest/ Garden/ Mountain/ Stall/

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

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

Congratulations, mission 10 has been successfully completed!

```

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

Installazione:

Per installare il gioco GameShell, e connettività ad Internet prima e di eseguire in ordine i seguenti comandi, assicurarsi di aver eseguito il comando `sudo apt update`

`sudo apt install gettext man-db procps pmisc nano tree bsdmainutils x11-apps wget`

Il gioco può essere lanciato con il comando `bash gameshell.sh`

Missione 11

Mission goal	Traccia:
The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.	della shell.

```

~/Castle/Great_hall
[mission 11] $ ls
12805_tapestry_08 18989_tapestry_07 32516_tapestry_03 42880_tapestry_01 44299_tapestry_10 49716_tapestry_06 59660_tapestry_05 standard_2 standard_4
180_tapestry_02 32297_tapestry_09 3364_stag_head 43285_tapestry_04 47718_decorative_shield 56248_suit_of_armour standard_1 standard_3

~/Castle/Great_hall
[mission 11] $ cp *tapestry* ~/
.bashrc .lessht Castle/ Forest/ Garden/ Mountain/ Stall/

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

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

Congratulations, mission 11 has been successfully completed!

```

Traccia:

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

Installazione:

Per installare il gioco GameShell, e connettività ad Internet prima e di aver eseguito il comando `sudo apt update`

`sudo apt install gettext man-db procps pmisc nano tree bsdmainutils x11-apps wget`

Il gioco può essere lanciato con il comando `bash gameshell.sh`

stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.

Missione 12

Mission goal	Traccia:
While wandering around the first floor of the main tower, some magnificent paintings catch your eye. Add a copy of the oldest one to your chest.	You have taken a fancy to the standards in the great hall of the castle.


```

~
[mission 12] $ cd Castle/
Cellar/      Great_hall/    Main_building/ Main_tower/    Observatory/

~
[mission 12] $ cd Castle/
Cellar/      Great_hall/    Main_building/ Main_tower/    Observatory/

~
[mission 12] $ cd Castle/Main_tower/First_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ ls
Second_floor/  painting_QXsnrnOE  painting_dtNTmhUi  painting_ndHTnpBd

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
drwxr-xr-x 3 kali kali 4096 Dec 15 19:40 Second_floor/
-rw-r--r-- 1 kali kali 1054 Sep 24 1997 painting_QXsnrnOE
-rw-r--r-- 1 kali kali 1503 Nov 12 2013 painting_dtNTmhUi
-rw-r--r-- 1 kali kali 1455 Jun 25 1984 painting_ndHTnpBd

```

```

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_ndHTnpBd ~/Castle/
Cellar/      Great_hall/    Main_building/ Main_tower/    Observatory/

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_ndHTnpBd ~/Forest/Hut/Chest/

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

Congratulations, mission 12 has been successfully completed!

```

Missione 13

```

Nostradamus predicted a spectacular star conjunction on the 12-20-2004.
But what will the day of the week be on that date?

When you have it, run the command ``gsh check``.

```

```

~/Castle/Main_tower/First_floor
[mission 13] $ cal 2004

      2004
    January      February      March
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
    1 2 3      1 2 3 4 5 6 7      1 2 3 4 5 6
  4 5 6 7 8 9 10 8 9 10 11 12 13 14 7 8 9 10 11 12 13
11 12 13 14 15 16 17 15 16 17 18 19 20 21 14 15 16 17 18 19 20
18 19 20 21 22 23 24 22 23 24 25 26 27 28 21 22 23 24 25 26 27
25 26 27 28 29 30 31 29      28 29 30 31

    April      May      June
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
    1 2 3      1      1 2 3 4 5
  4 5 6 7 8 9 10 2 3 4 5 6 7 8 6 7 8 9 10 11 12
11 12 13 14 15 16 17 9 10 11 12 13 14 15 13 14 15 16 17 18 19
18 19 20 21 22 23 24 16 17 18 19 20 21 22 20 21 22 23 24 25 26
25 26 27 28 29 30 23 24 25 26 27 28 29 27 28 29 30
    30 31

    July      August      September
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
    1 2 3      1 2 3 4 5 6 7      1 2 3 4
  4 5 6 7 8 9 10 8 9 10 11 12 13 14 5 6 7 8 9 10 11
11 12 13 14 15 16 17 15 16 17 18 19 20 21 12 13 14 15 16 17 18
18 19 20 21 22 23 24 22 23 24 25 26 27 28 19 20 21 22 23 24 25
25 26 27 28 29 30 31 29 30 31 26 27 28 29 30

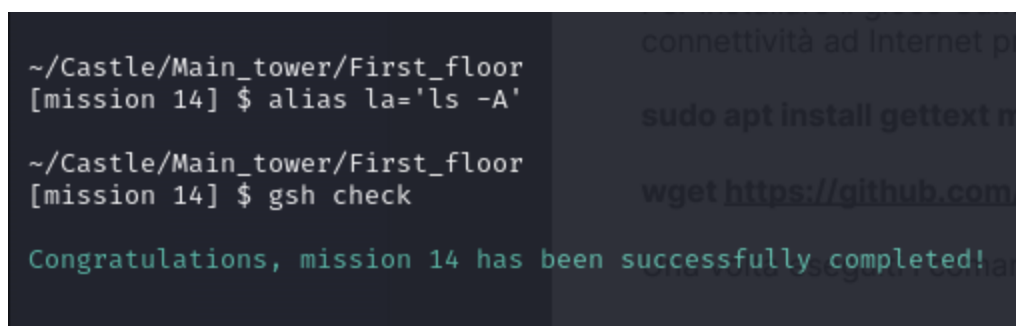
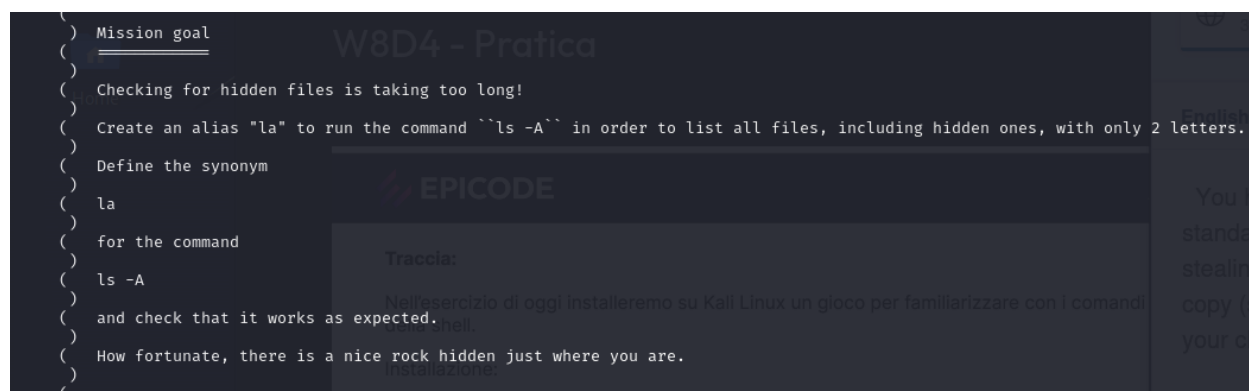
    October      November      December
Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa Su Mo Tu We Th Fr Sa
    1 2      1 2 3 4 5 6      1 2 3 4
  3 4 5 6 7 8 9 7 8 9 10 11 12 13 5 6 7 8 9 10 11
10 11 12 13 14 15 16 14 15 16 17 18 19 20 12 13 14 15 16 17 18
17 18 19 20 21 22 23 21 22 23 24 25 26 27 19 20 21 22 23 24 25
24 25 26 27 28 29 30 28 29 30 26 27 28 29 30 31
31

~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 12-20-2004?
 1 : Monday
 2 : Tuesday
 3 : Wednesday
 4 : Thursday
 5 : Friday
 6 : Saturday
 7 : Sunday
Your answer: 1

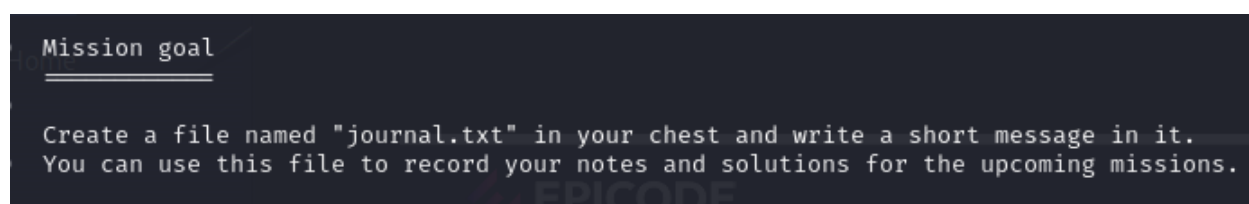
Congratulations, mission 13 has been successfully completed!

```

Missione 14



Missione 15



```
~/Castle/Main_tower/First_floor
[mission 15] $ cd ~/Forest/Hut/Chest/

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

~/Forest/Hut/Chest
[mission 15] $ gsh check

Congratulations, mission 15 has been successfully completed!
```

Missione 16

Create an alias "journal" in order to easily edit your journal file wherever you are.

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

~/Forest/Hut/Chest
[mission 16] $ gsh check
```

Missione 17

Traccia:
At the back of the cellar, there is a small opening going to the spider queen's lair. Go there, and remove the spider queen (and nothing else).

```

~/Castle/Cellar
[mission 17] $ cd ~/Castle/Cellar/.Lair_of_the_spider_queen\ boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo/

~/Castle/Cellar/.Lair_of_the_spider_queen boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo Linux un gioco per famiglia
[mission 17] $ la
QSNCLVLjyjqMvCBd_spider_queen_iRLzQQxbHoDEUxdf dwZiUBAeyXyytIPe_baby_bat_ewYqvKxKEYlRmGjY

~/Castle/Cellar/.Lair_of_the_spider_queen boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo
[mission 17] $ rm QSNCLVLjyjqMvCBd_spider_queen_iRLzQQxbHoDEUxdf

~/Castle/Cellar/.Lair_of_the_spider_queen boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo
[mission 17] $ gsh checl
Error: unknown gsh command 'checl'.
Use one of the following commands: check, goal, help, reset

~/Castle/Cellar/.Lair_of_the_spider_queen boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo Shell/releases/download
[mission 17] $ gsh check
Perfect, it took you only 18 seconds to complete this mission!
Congratulations, mission 17 has been successfully completed!

```

Missione 18

As you are walking around the castle, you feel like you are being watched... Turn your head quickly enough and you may see one of the paintings' eyes following you.

- 1/ Run the `xxeyes` command, and stop it.
- 2/ Run the `xxeyes` command in the background.

```

~/Castle/Cellar/.Lair_of_the_spider_queen boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo
[mission 18] $ xeyes&
[2] 230063

~/Castle/Cellar/.Lair_of_the_spider_queen boINZJVnEzhDeMJR TWxNWDYoGtSOvHeo
[mission 18] $ xeyes
^C

```

Missione 19

Mission goal

Find the copper coin in the small maze in the garden and move it to your chest.

If you want, you can use a graphical file manager. The maze is to be found in directory /home/kali/gameshell.1/World/Garden/Maze

```
~/Garden/Maze/4aa2c35e1ad5341b2cbafc43f/cc932741f5a2b3dfd1250e742c91a/a4649d36eced2c980
[mission 19] $ ls
00000_copper_coin_00000

~/Garden/Maze/4aa2c35e1ad5341b2cbafc43f/cc932741f5a2b3dfd1250e742c91a/a4649d36eced2c980
[mission 19] $ mv 00000_copper_coin_00000 ~/Forest/Hut/Chest/
```

Missione 20

Find the silver coin in the maze in the garden and move it to your chest using the shell.

```

~/Garden/Maze
[mission 20] $ tree
.
├── 11f0ef90
│   ├── 50db2434b4e5010257a
│   │   ├── 1059c6941fdda331c4682
│   │   ├── 7bd16dbe21eeb4cc0f07
│   │   │   └── 00000_silver_coin_00000
│   │   └── c2b5191f20ac6c1dfe4cec
│   ├── efa60e799c75e75b6957d356f
│   │   ├── 792707bc5a263035c142d9fbf2
│   │   ├── bce3e841512
│   │   └── eaad98f64c
│   └── f67f62388460eeb4e50d6d860
│       ├── 539642df2590e9fe2cdc
│       ├── 8cda1d3b1851f0aa3
│       └── e07a6847122815f4b0eda86
├── 608723bb8f
│   ├── 46aa6f47ab568ed218b790aae29bd0
│   │   ├── 5c2f81bf32
│   │   ├── a952af9ac69c81f7571a9e261a
│   │   └── f1f7ec8bde2e0f5
│   ├── 8975edae52b65ba66af0c97
│   │   ├── 323a54d14
│   │   ├── 436e7dbfe85736c6f7f
│   │   └── 5dbadf323f99a35f09fd079cae2
│   ├── 9522ae974c2deac948d3e70ba8035
│   │   ├── 0e03578f
│   │   ├── 8eeb6a0e000a0f2ecb
│   │   └── dae0107b90a52f310844fe
│   └── 6b65fa5a5a3db65fc108
│       ├── 754e7632f9d06
│       │   ├── c6a16ff97704cfe68097e2
│       │   ├── d0f2d8aaf101571ac7b1a240d33bcd
│       │   └── f42b71a2629ef8a1e2368fae1f295b
│       ├── a790f66948158
│       │   ├── 10f1092e6a
│       │   ├── 2dd516d3f5
│       │   └── 4612c6f21d15bb7f9a2a095dce9379
│       └── b289b3d2f831725a485d
│           ├── 011f7888740bcbc7c351e0ad7b9197
│           ├── 06b065225887
│           └── 288587f79d4ff8cf775a
└── 40 directories, 1 file

```

```

10 directories, 1 file
~/Garden/Maze
[mission 20] $ mv 11f0ef90/50db2434b4e5010257a/7bd16dbe21eeb4cc0f07/00000_silver_coin_00000 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!

```

Missione 21

Find the gold coins in the maze hidden in the garden and move them to your chest.

```

1111 directories, 2 files
~/Garden/Maze
[mission 21] $ find ~/Garden/Maze/ -name *coin*
/home/kali/gameshell.1/World/Garden/Maze/2423953794970a2e9b3/16c445c11ad885d293cf744eff/8694d7e08535f40e/gold_coin_1

~/Garden/Maze
[mission 21] $ find ~/Garden/Maze/ -name *iN_2*
/home/kali/gameshell.1/World/Garden/Maze/f2f0dbc1179c5490dfcd7151b816e4/f728551be318a0e600fc7a4e3/9a72cf3b1ffa/GolD_CoiN_2

~/Garden/Maze
[mission 21] $ mv /home/kali/gameshell.1/World/Garden/Maze/2423953794970a2e9b3/16c445c11ad885d293cf744eff/8694d7e08535f40e/gold_coin_1 ~/Forest/Hut/Chest/
.26675_coin_3      12805_tapestry_08      32297_tapestry_09      42285_tapestry_04      59660_tapestry_05      coin_1
.39131_coin_2      180_tapestry_02       32516_tapestry_03      44299_tapestry_10      00000_copper_coin_00000 coin_2
.46771_coin_1      18989_tapestry_07      42880_tapestry_01      49716_tapestry_06      00000_silver_coin_00000 coin_3

~/Garden/Maze
[mission 21] $ mv /home/kali/gameshell.1/World/Garden/Maze/2423953794970a2e9b3/16c445c11ad885d293cf744eff/8694d7e08535f40e/gold_coin_1 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ mv /home/kali/gameshell.1/World/Garden/Maze/f2f0dbc1179c5490dfcd7151b816e4/f728551be318a0e600fc7a4e3/9a72cf3b1ffa/GolD_CoiN_2 ~/Forest/Hut/Chest/

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

Congratulations, mission 21 has been successfully completed!

```

Missione 22

```

A forgetful old hermit called Servillus has set up camp in a cave with his old, leather-bound potion book.
Go to the cave and help him remember the recipe of his famous herbal tea.

In order to validate the mission, you need to be in the cave with Servillus **and** your last command prior to ``gsh check`` must show the recipe (including its title), but nothing else.

Note: you shouldn't alter the content of the book of potions.

```



```

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

~/Mountain/Cave/Book_of_potions
[mission 22] $ ls
page_01  page_02  page_03  page_04  page_05  page_06  page_07  page_08  page_09  page_10  page_11  page_12  page_13  table_of_contents

~/Mountain/Cave/Book_of_potions
[mission 22] $ head table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12

```

```

~/Mountain/Cave
[mission 22] $ head -n 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!

```

Missione 23

The old man seems to enjoy your company very much. He invites you to stay for supper, and starts preparing a delicious stew for the both of you. While getting the cauldron ready he asks for your help.

Read him the steps of the recipe from his book.

In order to validate the mission, you need to be in the cave with Servillus ****and**** last command prior to `gsh check` must show the steps of the recipe (without its title).

Note: you shouldn't alter the content of the book of potions.

```
[mission 23] $ tail -n 9 Book_of_potions/page_12
1) Boil water in a cauldron.
2) Add in a few death caps (Amanita phalloides).
3) Also add a few fly agarics (Amanita muscaria).
4) And some destroying angels (Amanita virosa).
5) Mix in a few deadly webcaps (Cortinarius rubellus).
6) Feel free to add in any colourful fungi you have on hand.
7) Let half of the water evaporate.
8) Season with a pinch of salt and a few herbs.
9) Serve hot in a bowl.
```

~/Mountain/Cave

```
[mission 23] $ gsh check
```

Congratulations, mission 23 has been successfully completed!

Missione 24

While cleaning the dishes, Servillus mentions an interesting potion that lets the drinker (temporarily) take the physical appearance of anyone.
Read the recipe of the potion from the hermit's book.

In order to validate the mission, you need to be in the cave with Servillus ****and**** your last command prior to ``gsh check`` must show the whole recipe (with its title).

Note: you shouldn't alter the content of the book of potions.

```
[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!
```

Missione 25

The old hermit notices your interest for potion recipes, and sees promise in your ability to lookup lists of ingredients. He challenges you to find the steps for the elixir of Youth. In order to validate the mission, you need to be in the cave with Servillus **and** your last command prior to ``gsh check`` must show the steps for the recipe and nothing else. Note: you shouldn't alter the content of the book of potions.

```
~/Mountain/Cave Application Web
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -n 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.
```

```
~# W&D4 - Consegna
~/Mountain/Cave
[mission 25] $ gsh check
```

Congratulations, mission 25 has been successfully completed!

📁 Dicci come sta andando!

Missione 26

The old hermit is thirsty and he would like you lookup the recipe for distilled water.

In order to validate the mission, you need to be in the cave with Servillus **and** your last command prior to ``gsh check`` must show the steps for the recipe and nothing else.

Note: you shouldn't alter the content of the book of potions.

```
~/Mountain/Cave
[mission 26] $ head -n 6 Book_of_potions/page_13 | tail -n 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 i come sta andando!
```

```
[mission 26] $ gsh check
```

```

D4 - Kali Linux - Debrief
Congratulations, mission 26 has been successfully completed!
```

Missione 27

A mischievous imp cast a spell that puts smudges of coal everywhere in the castle. Find this spell and remove it.

```
ps
  PID TTY          TIME CMD
 164761 pts/1    00:00:04 zsh
 166048 pts/1    00:00:00 bash
 166258 pts/1    00:00:02 bash
 352460 pts/1    00:00:00 spell
 353380 pts/1    00:00:00 ps
```

```
~/Mountain/Cave
[mission 27] $ kill 352460
```

Missione 28

Mission goal

The mischievous imp has more than one trick up his sleeve. He managed to protect his spell against most tampering. You need to find this spell and try to remove it with standard signal. If it doesn't work, use a more brutal signal.

Remark

The spell is a process.

Useful commands

`ps`

List the processes that are currently executed by the shell.

`kill [OPTIONS] N`

Send the termination signal to process number N.

Useful options:

`-s SIGNAL` choose the signal name
`-NUMBER` choose the signal number
`-l` list available signals

`clear`

Clear the screen.

The keybinding "Control-L" does the same and is often quicker to use in the terminal.

Details

By default `kill` sends the "TERM" signal to the processes (TERM stands for "termination"). Processes may ignore some signals, but the "KILL" signal cannot be ignored!

```
kill -s TERM 362909
You'll need to do better than that to kill my spell!
```

```
~/Mountain/Cave
[mission 28] $ kill -s KILL 368778
```

Missione 29

The imp is comparing his magic with a fairy. They met in the cellar, and imp is conjuring lumps of coal while the fairy is conjuring delicate snowflakes. Remove the imp's spells and the coal that litters the cellar, but don't touch the snowflakes!

```
~/Castle/Cellar
[mission 29] $ pstree -p $$
bash(166258)─mischievous_imp(675034)─spell(675049)─sleep(675430)
                                     │
                                     ├──spell(675052)─sleep(675281)
                                     │
                                     ├──spell(675053)─sleep(675355)
                                     │
                                     └─tail(675055)
                                     │
nice_fairy(675033)─spell(675043)─sleep(675429)
                  │
                  ├──spell(675045)─sleep(675282)
                  │
                  ├──spell(675046)─sleep(675356)
                  │
                  └─tail(675048)
                  │
pstree(675431)

~/Castle/Cellar
[mission 29] $ kill -s 675049 675052 675053
bash: kill: 675049: invalid signal specification

~/Castle/Cellar
[mission 29] $ kill -s KILL 675049 675052 675053

~/Castle/Cellar
[mission 29] $ rm *coal*

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

Congratulations, mission 29 has been successfully completed!

Killed
```

Missione 30

To get better in the magical art, one needs to know mental math. Get ready, because Merlin is about to test your precision with sums. Run the command ``gsh check`` to start.

```
~/Castle/Cellar D4 - Consegna
[mission 30] $ gsh check
23 + 40 = ?? 63
90 + 36 = ?? 126 Benchmark M2
26 + 70 = ?? 96
33 + 55 = ?? 88 I come sta andando!
11 + 66 = ?? 77

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


Missione 31

Mission goal

W8D4 - Debrief

To get better in the magical art, one needs to know mental math.

Get ready, because Merlin is about to test you speed with products.

Run the command ``gsh check`` to start.

D4 - W8D4 - Pratica

Remark

#P W8D4 - Consegna

There now is a time constraint.

#B Benchmark M2

Hint

[C] Dici come sta andando!

The library is rumored to contain some mathematics books and hidden volumes.

[B] D4 - Kali Linux - Debrief

Useful commands

gsh help commands

COMMAND < FILE

Replace the command's standard input by a file.

Instead of reading lines from the keyboard device, the command will read lines from the file.

Traccia:

Nell'esercizio di
della shell.

Installazione:

Per installare il
connettività ad

sudo apt insta

wget [https://g](https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh)

Una volta eseg

```
~/Castle/Cellar
[mission 31] $ cd ~/Castle/Main_building/Library/
~/Castle/Main_building/Library
[mission 31] $ ls -la
./ ././ .How_to_cheat_for_exams Greek_Latin_and_other_modern_languages Mathematics_101 Merlin_s_office/
~/Castle/Main_building/Library
[mission 31] $ cat .How_to_cheat_for_exams
The book 'Mathematics_101' contains all the answers.
Just copy all its lines to get perfect score.
~/Castle/Main_building/Library
[mission 31] $ gsh check < Mathematics_101
31 * 48 = 77 95 * 34 = 77 51 * 61 = 77 39 * 51 = 77 68 * 74 = 77 17 * 100 = 77 53 * 55 = 77 72 * 99 = 77 14 * 55 = 77 63 * 76 = 77 58 * 58 = 77 1 * 36 = 77 25 * 62 = 77 1 * 89 = 77 56 * 24 = 77 7 * 12 = 77 11 * 38 = 77 42 * 53 = 77 2 *
38 = 77 44 * 19 = 77 96 * 79 = 77 72 * 78 = 77 180 * 69 = 77 85 * 82 = 77 92 * 2 = 77 25 * 8 = 77 17 * 52 = 77 7 * 2 = 77 68 * 38 = 77 18 * 23 = 77 74 * 3 = 77 63 * 72 = 77 86 * 63 = 77 63 * 48 = 77 18 * 23 = 77 85 * 98 = 77 18 * 56 = 7
7 82 * 14 = 77 87 * 4 = 77 98 * 100 = 77 78 * 25 = 77 91 * 32 = 77 48 * 28 = 77 66 * 2 = 77 89 * 27 = 77 71 * 38 = 77 40 * 68 = 77 38 * 99 = 77 16 * 52 = 77 26 * 46 = 77 28 * 25 = 77 3 * 22 = 77 64 * 95 = 77 58 * 13 = 77 73 * 25 = 77 43
* 54 = 77 53 * 6 = 77 43 * 85 = 77 52 * 52 = 77 31 * 41 = 77 13 * 13 = 77 35 * 56 = 77 87 * 71 = 77 74 * 72 = 77 98 * 72 = 77 66 * 32 = 77 68 * 18 = 77 88 * 76 = 77 1 * 56 = 77 13 * 68 = 77 97 * 77 = 77 26 * 75 = 77 27 * 82 = 77 77 * 1
* 77 86 * 31 = 77 5 * 32 = 77 98 * 62 = 77 73 * 42 = 77 41 * 53 = 77 80 * 29 = 77 32 * 36 = 77 48 * 89 = 77 25 * 91 = 77 7 * 65 = 77 47 * 62 = 77 97 * 8 = 77 81 * 20 = 77 24 * 92 = 77 76 * 62 = 77 85 * 59 = 77 25 * 29 = 77 43 * 16 = 77
71 * 98 = 77 14 * 11 = 77 9 * 38 = 77 18 * 78 = 77 52 * 78 = 77 58 * 8 = 77 38 * 3 = 77 62 * 64 = 77
Congratulations, mission 31 has been successfully completed!

while you are waiting, you see a fish swimming in circles...

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

Missione 32

Merlin's old spell books are kept in his office, in the library. You need to save a list of all those spell books (and nothing else) in a file called "inventory.txt", in the drawer...

```

mission 22) & cd ..
~/Castle/Main_Building/Library/Merlin_s_office
(mission 32) % ls
braver/      grimoire_11332  grimoire_13557  grimoire_17183  grimoire_20816  grimoire_22108  grimoire_23459  grimoire_27893  grimoire_29431  grimoire_30805  grimoire_31128  grimoire_31591  grimoire_4357  grimoire_6924  grimoire_8536  grimoire_9784
grimoire_12328  grimoire_12736  grimoire_12819  grimoire_13736  grimoire_14019  grimoire_22115  grimoire_2788  grimoire_29431  grimoire_30805  grimoire_31128  grimoire_31591  grimoire_4357  grimoire_6924  grimoire_8536  grimoire_9784
grimoire_10210  grimoire_11817  grimoire_14278  grimoire_18227  grimoire_20871  grimoire_22459  grimoire_25917  grimoire_28279  grimoire_29459  grimoire_30175  grimoire_31582  grimoire_4953  grimoire_74  grimoire_8641  grimoire_9921
grimoire_10369  grimoire_12130  grimoire_15017  grimoire_18649  grimoire_20886  grimoire_22848  grimoire_26913  grimoire_28364  grimoire_29522  grimoire_3001  grimoire_32018  grimoire_4956  grimoire_7521  grimoire_8847  grimoire_9516
grimoire_12090  grimoire_15500  grimoire_19578  grimoire_22148  grimoire_2664  grimoire_28491  grimoire_29671  grimoire_30681  grimoire_31519  grimoire_32419  grimoire_3285  grimoire_7658  grimoire_8776  grimoire_9376
grimoire_1082  grimoire_12018  grimoire_13959  grimoire_19616  grimoire_21851  grimoire_23284  grimoire_26740  grimoire_28041  grimoire_29752  grimoire_30897  grimoire_3758  grimoire_5694  grimoire_6884  grimoire_9581
grimoire_11064  grimoire_13089  grimoire_17036  grimoire_20748  grimoire_22066  grimoire_23354  grimoire_2741  grimoire_29235  grimoire_29968  grimoire_30929  grimoire_4024  grimoire_6162  grimoire_8141  grimoire_9769

~/Castle/Main_Building/Library/Merlin_s_office
(mission 32) % ls grimoire* > Drawer/inventory.txt
connected to internet prima e di ogni esempio il comando sudo apt update

~/Castle/Main_Building/Library/Merlin_s_office
(mission 32) % gsh echo
sudo apt install gettext man-db procps pmcnc name tree lsdmainutils x11-apps wget

Congratulations, mission 32 has been successfully completed!

while you are waiting, a duck swims by...

wget https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh

```

Missione 33

Merlin's old alchemy books are kept in his office, in the library. You need to output a list of all the books containing the alchemical compound 'gsh' (for "Glutathione"). Beware, it can be spelled with a mix of letters in upper and lowercase.

Some of those books are locked, and you are not allowed to consult them. Ignore them.

```

~/Castle/Main/building/Library/Merlin_s_office
[mission 33] $ ls
Drawer/
candle
grimoire_BryuJ3GvQvKnE5NdrJQdpPzmEH
grimoire_BaafBFrM5hg
grimoire_BaDaWQKCMmLATf
grimoire_BhCb3aZAHvafKZ5eASdrP
grimoire_C2ZgJgKfFRHwXv
grimoire_C2BhDPmHqHvE5I0E0N0N0CrnkVxb
grimoire_CGGvazGzhdG4SCWQM
grimoire_CvQfVqFvPvYvXv
grimoire_CvQvZvGvFvYvXv
grimoire_DVCGvGvADvXvGTGEH1GvXv
grimoire_De0rLDEvN0A0HroPvKXXvZvDXYMs
grimoire_EGGrvE5vXcPlvDf
grimoire_EvWvKvPvZvGvXv
grimoire_EpD0tL0LZL7GvGvK0N0KdLqg
grimoire_I2vZvFvLd5tWvZvYvYvucvBtKz8TD
grimoire_I2vZvFvLd5tWvZvYvYvucvBtKz8TD
grimoire_HgHvH5J3cWvFvM0vR0aUvYvXv
grimoire_HSVKL2vBvGvTfMvR0C
grimoire_IISvMkXvXvGvGvCBRCXvJ
grimoire_IvGvMvKvFvA1vGv0t
grimoire_IvWvGvMvHvXvGvLvdXvDv
grimoire_JP2vRdE5vL1DmXvZvQvYvDvPwCvZv
grimoire_JYvPvYvMvDvHvCvLbV
grimoire_JuDbvJ0vKvMvPvASvKvPvMvBvPrvYvHvR
grimoire_K2vZvJgKfFRHwXv
grimoire_NvPvMvPvE5vGvDvXvGvD
grimoire_Nr5vMvJvXvNvYv
grimoire_NvYvTtYvJvZvMvHvPvKvXv
grimoire_O0vZvHvXv
grimoire_OTvYvDvFvWvJvDvIvQvFv
grimoire_OUvE2vQvL1v
grimoire_OZvAurvTDFvZvKvYvZvKvMvBvRvPvAS
grimoire_QvPvT0vXvMvCvHvWvKvMvZvL5v
grimoire_QvDvUvLvNvGvL5v
grimoire_QvDvRvHvQvYvIvGvBvSvKHvRvE1vCv
grimoire_R2vWvHvMvDvGv
grimoire_RvWvUvDvCvHvYvPvJvKv
grimoire_SepvLh5vJ2vBvRvZvKvYvDvYvPvBv
grimoire_TVvGvMvGvKvJvZvWvDv
grimoire_UegvFvA5vSvPvUvGvVbzhvREvFvYvXv
grimoire_VfGvL3vCvHvXv
grimoire_WvZvGvMvHvDvE5vMvWvXvPvRvTvL
grimoire_WYvTvMvDvYvXvTfHvFvXvGvBvQvR
grimoire_WYvTvMvDvYvXvOXXvTfHvFvXvGvBvQvR
grimoire_YvMvDvKvCvWvKvHvGvSv
grimoire_YvHvHvBvHvDvXvYvFv
grimoire_ZCGvUvHvZvZvHvMvGvTfVgkZvEhDfZg
grimoire_ZvXvCvEMvYvUvLvFvKvTbZv
grimoire_ZvMvZvCvBvMvL1vXvUvDvIvQvFv
grimoire_ZvWvTfZvBvYvGvMvJv
grimoire_AvHvUvSvHvSvNvL2vZvSvGvYvGvHvGvMvJv
grimoire_bfVvNvGvNkVvZvRvZvKvSv
grimoire_EnvGvJvXvCvHvCvIvA1vJvXvYvWvDv
grimoire_FvHvZvGvFvGv
grimoire_FvHvZvGvFvGv
grimoire_gvblvYvGvXvKvYvMvYvDvDvZvGv
grimoire_gvE5vGvFvGvHvXvT0v
grimoire_gvUvUvDvCvHvYvPvJvKv
grimoire_gvTzJvHvZvCv
grimoire_hAkvYvJvZvHvRvKvQvTgKvDvGvKvSvPzYv
grimoire_I0StvE5vGvZvTfGvMvHvHvFv
grimoire_IvHvMvPvIvCvHvXvGvYvYvSvQv
grimoire_KvDvNvTvMvCvQvHvBvDvKvDvQvIv
grimoire_kztzLvMvGvYvKvIvKvDvGvJv
grimoire_kXeBvBvQvZvGvFvKvPvBvYvFMvHv
grimoire_kvHvBvSvKvKvYvDvFv
grimoire_LvMvZvCvBvZvHvPvJvDvFvARvDvIvTAv
grimoire_kuDuVtYvEaYvPvMvHvKvQvIvSvGvCP
grimoire_m5vCvHvPvKv
grimoire_m5vCvHvPvKv
grimoire_OtUvDvGvSvIvXvMvZvIvCv
grimoire_0vKvIvFvCvDvE0vPvDv
grimoire_0vMvDvWvPvZvSvZvKvYvKvPvSvKvPvXv
grimoire_PvFvMvJvMvSvJvMvDvPvJvFvHvZvCvMv
grimoire_PvHvSvL5vGvMvSvGv
grimoire_PvSvPvDmZvCvJvHvKv
grimoire_PvQvFvHvFvFv
grimoire_QvRvZvYvMvHvSvHvGvHvJvNvSvJv
grimoire_PPvRvGvIvDvZvDvXvRvDvZvVvQvFv
grimoire_rvRvHvKvHvCvHvGvHvMvWvZvA
grimoire_sLqkvQvL3vBqKvIvMvDvWvDvPvYvFvB
grimoire_sXvMvNvYvIvLbZ
grimoire_svSvQvNvZvZvKvXvZvLvYvYvMvL
grimoire_skrBvRvGvJ
grimoire_sprkHvJvE3vXvTvNvOvNvUv
grimoire_v0vPvUvQvVv
grimoire_vZvDvLbZvQvYvQvUvQvIvKvGvFv
grimoire_vXcHvSvKvSvYvSv
grimoire_vXvHvFvFvA0vCvRvCvDvHvDvTfSvAb
grimoire_vXvKvUvKvDv0vXvYvKvDvE5vPvMv
grimoire_vXvKvUvKvDv0vXvYvKvDvE5vPvMv
grimoire_vYvKvJvJvUvZvLvRvMvRvMvDv
grimoire_vYvOvCvUvRvMvUvPvJvZvGvDvT0vUvNvHv
grimoire_vYvXvMvGvGvFv
grimoire_vZvQvLbZvCvHvCvAvtbZvKvZv
grimoire_vZvZvJvKvHvSvRvHvE5v
grimoire_vZvSvDvSvIvJvGvIvCvZvFvZv
grimoire_vZvTfBdKvYvBvA1vCvHvZvDvIvXvYv

```

Missione 34

Merlin has turned crazy... He paces around the observatory tower and mumbles incoherently.
You need to filter out his ramblings to discover the secret key he is the only one to know.

```
~/Castle/Observatory
[mission 34] $ ./merlin > merlin_stdout.txt
WyFQbGdJHnQsYHuXQEGitvgtPpeOJronnSIYghLKECOsmhstDvJoEBMQhTyJoAamaBZXQPLZsqbQGcuFKPYqaFOssNFXjnbXmwyFKdcLbggZBzOrieUjRtuqKtkFueTiicsgQmKGtgqemeIkvkIurFAZeeKsgLYzSRfnoQITyrynZModLotTKbbhYzgFNMJJrWe

~/Castle/Observatory
[mission 34] $ ls
merlin merlin_stdout.txt star_chart

~/Castle/Observatory
[mission 34] $ cat merlin_stdout.txt
THESECREKEYISONSTDERR

~/Castle/Observatory
[mission 34] $ ./merlin 2> merlin_stderr.txt
THESECREKEYISONSTDERR

~/Castle/Observatory
[mission 34] $ cat merlin_stderr.txt
WyFQbGdJHnQsYHuXQEGitvgtPpeOJronnSIYghLKECOsmhstDvJoEBMQhTyJoAamaBZXQPLZsqbQGcuFKPYqaFOssNFXjnbXmwyFKdcLbggZBzOrieUjRtuqKtkFueTiicsgQmKGtgqemeIkvkIurFAZeeKsgLYzSRfnoQITyrynZModLotTKbbhYzgFNMJJrWe

~/Castle/Observatory
[mission 34] $ gsh check < merlin_stderr.txt
What is the secret key?
Congratulations, mission 34 has been successfully completed!
```

Esercizio

Traccia:

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

Installazione:

Per installare il gioco GameShell, eseguire in ordine i seguenti comandi, assicurarsi di avere connettività ad Internet prima e di aver eseguito il comando `sudo apt update`

```
sudo apt install gettext man-db procps psmisc nano tree bsdmainutils x11-apps wget
```

wget <https://github.com/phyxer/GameShell/releases/download/latest/gameshell.sh>

Una volta eseguiti i comandi, il gioco può essere lanciato con il comando `bash gameshell.sh`

Missione 35

The door to the King's quarter is in the throne room.
Go to the King's quarter.

```
~/Castle/Observatory
[mission 35] $ cd ~/Castle/Main_building/Throne_room/

~/Castle/Main_building/Throne_room
[mission 35] $ ls -l
total 4
drw-r--r-- 2 kali kali 4096 Dec 15 19:40 Kings_quarter/
```

```
~/Castle/Main_building/Throne_room
[mission 35] $ chmod 777 Kings_quarter

~/Castle/Main_building/Throne_room
[mission 35] $ cd Kings_quarter/

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ gsh check

Congratulations, mission 35 has been successfully completed!
```

Missione 36

The King is rumored to keep the combination to his safe written on a note in his room. Find that combination.

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -la
total 16
drwxrwxrwx 2 kali kali 4096 Dec 16 23:01 ./
drwxr-xr-x 3 kali kali 4096 Dec 15 19:40 ../
--w----- 1 kali kali  10 Dec 16 23:04 .secret_note
-rw-r--r-- 1 kali kali  11 Dec 16 23:04 note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ chmod 777 .secret_note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat .secre
cat: .secre: No such file or directory

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat .secret_note
393489096

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ gsh check < .secret_note
What's the combination to open the King's safe?
Congratulations, mission 36 has been successfully completed!
```

Missione 37

The safe in the throne room contains the king's crown.
Steal it and store it in your chest.

Also, the base of the crown is inscribed with a magical sequence of digits. Look at those digits and remember them.

Gold Shen.

Installazione:

Per installare il gioco, cliccate su

Missione 38

Look for the ruby in the maze in the garden, and move it to your chest.

```
./Garden/Maze
mission 38] $ find -type f
./6c378473e/0ea353f0f714fbeb4b4/94a9142f5c5d1c06a0cb1d49ee3/53654
./0485e126/20991f762745566/e1ff46afc8ad5e3d01a0d813e/35637
./49a2dcad70f81c0563eda9/985bf8994f8e1d1b352ed1dc71f/1c53822d36f6564e500aa9cb/36847
./49a2dcad70f81c0563eda9/28fbee8fab739750b0738ac8/10f5f6806694d462a02bdf0efed/10289
./04b747d55991c12/fc437988a4714db7594d08001/f575c348849e784c2/21256
./f04fb801fb5466f161/2fd7f7b729ac4c619167d/8bb231f01703d46431b5b3f1/4463

./Garden/Maze
mission 38] $ cat ./6c378473e/0ea353f0f714fbeb4b4/94a9142f5c5d1c06a0cb1d49ee3/53654
3654 ruby 900390b10dfc8310a3923cec978363051e6f85e7

./Garden/Maze
mission 38] $ mv ./6c378473e/0ea353f0f714fbeb4b4/94a9142f5c5d1c06a0cb1d49ee3/53654 ~/Forest/Hut/Chest/

20475_coin_3 12805_tapestry_08 32297_tapestry_09 43285_tapestry_04 59660_tapestry_05 00000_silver_coin_00000 coin_3 00000_silver_coin_00000 painting_ndHnpBd standard_3
30131_coin_2 180_tapestry_02 32310_tapestry_03 44299_tapestry_10 gold_coin_2 coin_1 crown standard_1 standard_4
40771_coin_1 18989_tapestry_07 42880_tapestry_01 49716_tapestry_06 00000_copper_coin_00000 coin_2 gold_coin_1 standard_2

./Garden/Maze
mission 38] $ mv ./6c378473e/0ea353f0f714fbeb4b4/94a9142f5c5d1c06a0cb1d49ee3/53654 ~/Forest/Hut/Chest/

./Garden/Maze
mission 38] $ gsh check

congratulations, mission 38 has been successfully completed!
```

Missione 39

Combine several commands with "|" in order to find the diamond in the maze, and move it to your chest.

```
~/Garden/Maze
[mission 39] $ find . -type f -exec grep -l diamond {} +
find: missing argument to '-exec'

~/Garden/Maze
[mission 39] $ find . -type f -exec grep -l diamond {} +
./87ad9ad0f35977a/5612856e745/de0418d9fc82c8dc661af64aa18

~/Garden/Maze
[mission 39] $ cat ./87ad9ad0f35977a/5612856e745//de0418d9fc82c8dc661af64aa18
de0418d9fc82c8dc661af64aa18 diamond 0a7dc9850313277f234cb61dfa174db1a7b0f01b

~/Garden/Maze
[mission 39] $ mv ./87ad9ad0f35977a/5612856e745//de0418d9fc82c8dc661af64aa18 ~/Forest/Hut/Chest/

~/Garden/Maze
[mission 39] $ gsh check

Congratulations, mission 39 has been successfully completed!
```

Traccia:

Nell'esercizio della shell.

Installazione

Per installare la connettività

sudo apt in

wget <https://www.gnu.org/software/wget/>

Missione 40

```
~/Stall [mission 40] $ find . -type f -exec grep -l king {} +  
./0ff675149f24_s_c_r_o_l_l_0ff675149f249564  
(1)  
~/Stall [mission 40] $ grep 'king' ./0ff675149f24_s_c_r_o_l_l_0ff675149f249564 | grep -v paid  
Lubin Messonnier bought a walking stick for 6 coppers -- PAID.  
Amin Métivier bought a walking stick for 5 coppers -- PAID.  
Ode Marchand bought a walking stick for 3 coppers -- PAID.  
Alaric Larssonneur bought a walking stick for 2 coppers -- PAID.  
Berthe Poudevigne bought a walking stick for 6 coppers -- PAID.  
Clovis the Bold bought a walking stick for 2 coppers -- PAID.  
Hisham Coulomb bought a walking stick for 2 coppers -- PAID.  
Beatrice Poudevigne bought a walking stick for 3 coppers -- PAID.  
Marcus the son of Martin bought a walking stick for 4 coppers -- PAID.  
Dagobert the Bold bought a walking stick for 4 coppers -- PAID.  
Emeline Aubernard bought a walking stick for 2 coppers -- PAID.  
Odeline Larssonneur bought a walking stick for 4 coppers -- PAID.  
Bilal Cabrera bought a walking stick for 2 coppers -- PAID.  
Tiphaine Coulomb bought a walking stick for 5 coppers -- PAID.  
Thierry from next town bought a walking stick for 3 coppers -- PAID.  
Bernard Coulon bought a walking stick for 4 coppers -- PAID.  
Crepin the Bold bought a walking stick for 4 coppers -- PAID.  
Fernand du Chêne bought a walking stick for 3 coppers -- PAID.  
Eloise Courtois bought a walking stick for 3 coppers -- PAID.  
Zacharia Langlois bought a walking stick for 4 coppers -- PAID.  
Beatrice Boulanger bought a walking stick for 5 coppers -- PAID.  
Romaric Langlois bought a walking stick for 4 coppers -- PAID.  
Domitille Poudevigne bought a walking stick for 4 coppers -- PAID.  
Roland Coulon bought a walking stick for 2 coppers -- PAID.
```

```
~/Stall [mission 40] $ grep 'King' ./0ff675149f24_s_c_r_o_l_l_0ff675149f249564 | grep -v PAID  
the King bought a chackal for 3 coppers.  
the King bought a shiny rock for 4 coppers.  
the King bought an apple for 6 coppers.  
the King bought a stool for 4 coppers.  
the King bought a spade for 3 coppers.  
the King bought a bottle of cider for 3 coppers.  
(3)  
~/Stall [mission 40] $ gsh check  
How much does the king owe? 23  
Congratulations, mission 40 has been successfully completed!
```

Missione 41

Combine several commands with ``|`` in order to find the number of unpaid items.

```
(0)
~/Stall
[mission 41] $ find . -type f -exec grep -l "PAID" {} + | wc -l
1
```

```
(1)
~/Stall
[mission 41] $ gsh check
How many unpaid items are there? 1
That's not the right answer!
```

Sorry, mission 41 hasn't been completed.

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

```
(0)
~/Stall
[mission 41] $ find . -type f -exec grep -v "PAID" {} + | wc -l
55
```

```
(1)
~/Stall
[mission 41] $ gsh check
How many unpaid items are there? 55
```

Congratulations, mission 41 has been successfully completed!

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

Missione 42

A secret message has been found, it is kept in the drawer in Merlin's office. It was probably enciphered using a Caesar shift cipher. Decrypt it by making an exhaustive search from the command line.

```
~/Castle/Main_building
[mission 42] $ cd Library/
~/Castle/Main_building/Library
[mission 42] $ ls
Greek_Latin_and_other_modern_languages  Mathematics_101  Merlin_s_office/
~/Castle/Main_building/Library
[mission 42] $ cd Merlin_s_office/
~/Castle/Main_building/Library/Merlin_s_office
[mission 42] $ ls
Drawer/
candle
grimoire_BaaFbcFfMgshv
grimoire_BadaMoeTtCsmLTATf
grimoire_CGGgwicRgdACSWQM
grimoire_DVCYGOdMcXorydTGEIqGus
grimoire_DeLNepAsaAhrofXpKyxAznDYXMs
grimoire_EGcVzGdXcplOfd
grimoire_HsVKLciWRFGxTERMCO
grimoire_IfsVmlkJeXmCojBCRXUG
grimoire_IWgMaRFAIWdOT
grimoire_IqgoKaxavVCxiavNGDX
grimoire_JuDjKmpPBASKvTPMabnBPriyhRKR
grimoire_MZAJjgDKLfFHRJwuxX
grimoire_OTyOfdAWJubIDlQfM
grimoire_QYpUTUXAwKCRHDNIWzWxtzSLs
grimoire_QsUDRHQhFbRigDwosKNQhRIELCENE
grimoire_TGVVMMyGsdDjezwFP
grimoire_VfclJkLajelt
grimoire_WrzwGwpbsDKtrEEmvMexpVQRthLT
grimoire_YbnDXCwGkqHsKK
grimoire_YyJHfWbDIbJaXDvf
grimoire_ZCGDUhazKJhMOMGTVgGkZEbdhfzge
grimoire_ZQxCADMZUwNTLFwKfTKbz
grimoire_gBeIvGwyYKtAmyyMlodQtZGh
grimoire_gvYEQBxHtaTwo
grimoire_hEBodDpCNUKX
grimoire_IxeBbaTqQRZGfbcPxmByrFNMHj
grimoire_LVhFkBTsnLKdywdFY
grimoire_oklIFcEoDDPBrEO
grimoire_omfWDBpmZSsrMzSkywrPCySPKxP5jq
grimoire_pFchnwLJAMASLJUnnLbPGJFEHgBzcOM
grimoire_pHphSLwGEDXGddI
grimoire_qFapVfHfFEL
grimoire_rurhKdhchGgGokwhhtWMZA
grimoire_skrBQGjd
grimoire_uPOWYivCO
grimoire_UztLODbJNqYQUAUnlgKaf
grimoire_xCcmYvSKhrsvw
grimoire_xEHKFFQuArcCoLqhdOptDEftSAb
grimoire_xHfPmsLmPCBZsaokuFhhTtcZN
grimoire_yKkCjubJttLmRMMRnd
grimoire_yOoCoURMBUPdZxeFGMNULDpOTOnuUMH
grimoire_yUXOMoyGdGf
grimoire_zOGNLCaxDKCqTxbxctZk
grimoire_zZNPJoAKsRBsmoHEFv
grimoire_znsOSDxiJjGQICuTaFZQnz

~/Castle/Main_building/Library/Merlin_s_office
[mission 42] $ cd Drawer/
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ ls
ink_and_scroll  inventory.txt  secret_message
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ cat secret_message
urer vf zl jvyv:
lbh jvyv trg zl purfg, naq rirelguvat vg pbagnvaf.
guvf purfg vf va gur pryne, naq gur jbeq gb znxr
vg et-ncrme vf: urrw
zreyva gur rapunagre
```

EPICODE

Traccia:

Nell'esercizio di oggi installeremo su Kali Linux un gioco per familiarizzare con i comandi della shell.

```
grimoire_omfWDBpmZSsrMzSkywrPCySPKxP5jq
grimoire_pFchnwLJAMASLJUnnLbPGJFEHgBzcOM
grimoire_pHphSLwGEDXGddI
grimoire_qFapVfHfFEL
grimoire_rurhKdhchGgGokwhhtWMZA
grimoire_skrBQGjd
grimoire_uPOWYivCO
grimoire_UztLODbJNqYQUAUnlgKaf
grimoire_xCcmYvSKhrsvw
grimoire_xEHKFFQuArcCoLqhdOptDEftSAb
```

wget <https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh>

Una volta eseguiti i comandi, il gioco può essere lanciato con il comando `bash gameshell.sh`

2

```

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "j-z" < secret_message
zznz zo zu szzz:
ukq szzz zpz zu yzzop, wjz zrznpzzjz zp ykjpwezjo.
pzzo yzzop zo zj pzz yzzzwn, wjz pzz sknz pk zwzz
zp nz-wllzwn zo: zzzz
zznzzj pzz zjyzwjpn

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "j-az-l" < secret_message
tr: range-endpoints of 'j-a' are in reverse collating sequence or

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "k-az-l" < secret_message
tr: range-endpoints of 'k-a' are in reverse collating sequence or

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "k-za-l" < secret_message
ebob fp jv tfii:
vlr tfii dbq jv zebpq, xka bsbovqefkd fq zlkqxfkp.
qefp zebpq fp fk qeb zbiixo, xka qeb tloa ql jxhb
fq ob-xmmbxo fp: gbbg
jboifk qeb bkzexkqbo

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "l-za-m" < secret_message
fcpc gq kw ugjj:
wms ugjj ecr kw afcqr, ylb ctcprwfgle gr amlryglq.
rfqg afcqr gq gl rfc acjjyp, ylb rfc umpb rm kyic
gr pc-ynnyp gq: hcch
kcpjgl rfc clafylrcp

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "m-za-n" < secret_message
gdqd hr lx vhhh:
xnt vhhh fds lx bgdrs, zmc dudqxsghmf hs bnmszhmr.
sghr bgdrs hr hm sgd bdkkzq, zmc sgd vnqc sn lzjd
hs qd-zoodzq hr: iddi
ldqkhm sgd dmbgzmsdq

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "a-z" "n-za-o" < secret_message
here is my will:
you will get my chest, and everything it contains.
this chest is in the cellar, and the word to make
it re-appear is: jeej
merlin the enchanter

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
jeej

Congratulations, mission 42 has been successfully completed!

```

