

Test Benchmark W4D8

```
[mission 1] $ pwd
/home/kaliepicodetest/gameshell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd castle
bash: cd: castle: No such file or directory
[mission 1] $ cd Castle
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls
[mission 1] $ gsh check
```

Congratulations, mission 1 has been successfully completed!

```
[mission 2] $ ls
[mission 2] $ cd -
/home/kaliepicodetest/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ ls
Second_floor
[mission 2] $ cd ..
[mission 2] $ ls
First_floor
[mission 2] $ cd ..
[mission 2] $ cd -
/home/kaliepicodetest/gameshell/World/Castle/Main_tower
[mission 2] $ cd ..
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd cellar
bash: cd: cellar: No such file or directory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh goal
```

```
[mission 2] $ pwd
/home/kalleepicodetest/gameshell/World/Castle/Cellar
[mission 2] $ gsh check


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

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

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

Well done!!!

From now on, the current location will be shown just before the command prompt.



```
~/Castle/Main_building/Throne_room
[mission 4] $ ls
Kings_quarter

~/Castle/Main_building/Throne_room
[mission 4] $ cd

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

~
[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!
```

```
File Actions Edit View Help
[mission 5] $ cd

~
[mission 5] $ ls
Castle Forest Garden Mountain Stall

~
[mission 5] $ cd /Castle/Cellar/
bash: cd: /Castle/Cellar/: No such file or directory

~
[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!
```

```
~
[mission 6] $ cd
~/Forest/Hut
[mission 6] $ ls
Castle Forest Garden Mountain Stall

~/Garden
[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 Chest
mv: target 'Chest': No such file or directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3
mv: target 'coin_3': Not a directory

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

~/Garden
[mission 6] $ gsh check

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

```
~/Garden
[mission 7] $ gsh goal

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.

~/Garden
[mission 7] $ ls
```

```
Trash
File System
Home

Flower_garden Maze Shed

~/Garden
[mission 7] $ ls -A
.21852_coin_2 .62007_coin_3 .6648_coin_1 Flower_garden Maze Shed

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

~/Garden
[mission 7] $ Tab
Command 'Tab' not found, did you mean:
  command 'ab' from deb apache2-utils
  command 'fab' from deb fabric
Try: sudo apt install <deb name>

~/Garden
[mission 7] $ Tab .21852_coin_2
Command 'Tab' not found, did you mean:
  command 'ab' from deb apache2-utils
  command 'fab' from deb fabric
Try: sudo apt install <deb name>

~/Garden
[mission 7] $ mv .21852_coin_2 .62007_coin_3 .6648_coin_1 /home/kaliepicodetest/gameshell/World/Forest/Hut/Chest/

~/Garden
[mission 7] $ gsh check

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

```
~/Garden
[mission 8] $ gsh goal

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
*0*    → Folder-1 potato
x*     → error, no matching file
*-?    → file-1 Folder-1
*-??   → file-14
```

```

[mission 8] $ cd Castle
~/Castle
[mission 8] $ ls
Cellar Great_hall Main_building Main_tower Observatory
~/Castle
[mission 8] $ cd Cellar
~/Castle/Cellar
[mission 8] $ ls
10248_spider_4 13312_spider_35 17506_spider_9 24437_spider_10 29098_spider_50 336_spider_8 6407_spider_19
1032_spider_26 13755_bat_5 17945_spider_43 24904_spider_5 29653_spider_32 3893_spider_16 6773_bat_3
10435_spider_21 14916_spider_1 19581_spider_39 25876_spider_6 29830_spider_33 5106_spider_41 69_spider_49
10983_spider_7 16207_bat_2 22880_spider_12 25926_spider_48 30352_bat_4 5442_spider_37 7760_spider_40
1117_spider_29 16472_spider_17 23064_spider_28 25954_spider_11 30924_spider_38 5452_spider_18 8046_spider_36
11293_spider_44 16823_spider_15 23509_spider_27 26824_spider_14 3123_spider_34 5600_spider_24 8886_spider_25
11762_spider_30 16989_spider_23 23719_spider_2 27135_spider_47 31777_spider_31 5931_spider_42 9672_spider_45
12819_spider_46 17039_spider_22 23802_spider_20 28824_spider_13 32664_spider_3 6019_bat_1 barrel_of_apples

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

~/Castle/Cellar
[mission 8] $ ls
13755_bat_5 16207_bat_2 30352_bat_4 6019_bat_1 6773_bat_3 barrel_of_apples

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

Congratulations, mission 8 has been successfully completed!

```

```

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

```

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.

```

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))
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```



```

rm.*spider*: command not found

~/Castle/Cellar
[mission 9] $ ls -la
.10326_spider_40 .14756_spider_7 .17724_spider_13 .22838_spider_46 .27038_spider_22 .3669_spider_43 .9945_spider_49
.10846_spider_24 .15432_spider_4 .18326_spider_8 .23438_bat_4 .27843_spider_9 .400_spider_27 13755_bat_5
.11380_spider_17 .15977_bat_5 .19858_spider_15 .23809_bat_3 .28327_spider_41 .4789_spider_25 16207_bat_2
.11661_spider_12 .1637_spider_10 .2000_spider_1 .24403_spider_35 .2910_spider_23 .4852_spider_39 30352_bat_4
.11847_spider_2 .16513_spider_3 .21166_bat_2 .24630_spider_20 .29947_bat_1 .5342_spider_38 6019_bat_1
.13082_spider_16 .16999_spider_37 .21649_spider_44 .24923_spider_30 .29955_spider_36 .6862_spider_29 6773_bat_3
.13223_spider_48 .17330_spider_21 .21939_spider_33 .25845_spider_5 .3047_spider_50 .6_spider_32 barrel_of_apples
.1359_spider_18 .17478_spider_19 .22440_spider_6 .26148_spider_14 .3536_spider_26 .8129_spider_28
.14743_spider_45 .17520_spider_47 .22701_spider_42 .26256_spider_34 .3616_spider_11 .8407_spider_31

~/Castle/Cellar
[mission 9] $ rm.*spider*
Command 'rm.' not found, did you mean:
  command 'rmf' from deb mmh
  command 'rmf' from deb mmh
  command 'rmf' from deb mailutils-mh
  command 'rme' from deb pym-examples
  command 'rmm' from deb mmh
  command 'rmm' from deb mmh
  command 'rmm' from deb mailutils-mh
  command 'rm' from deb coreutils
Try: sudo apt install <deb name>

~/Castle/Cellar
[mission 9] $ rm.*spider*
rm.*spider*: command not found

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

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

Congratulations, mission 9 has been successfully completed!

```

```
~/Castle/Cellar
[mission 10] $ gsh help

()=(, @=(

  Commands specific to GameShell

  gsh check
  check whether the current mission's goal has been achieved or not

  gsh exit / Control-d
  quit GameShell
  (you can start from the current mission by running GameShell with the "-C" flag)

  gsh goal
  show the current mission's goal

  gsh help
  shorter help message

  gsh reset
  reset the current mission

()=(, @=(

~/Castle/Cellar
```

```
kaliepicodetest@kali: ~  
File Actions Edit View Help  
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".  
~  
[mission 10] $ ls  
Castle/ Forest/ Garden/ Mountain/ Stall/  
~  
[mission 10] $ cd Castle  
~/Castle  
[mission 10] $ cd Great_hall  
~/Castle/Great_hall  
[mission 10] $ ls  
47509_stag_head 48_suit_of_armour 53526_decorative_shield standard_1 standard_2 standard_3 standard_4  
~/Castle/Great_hall  
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 /home/kaliepicodetest/gameshell/World/Forest/Hut/Chest/  
~/Castle/Great_hall  
[mission 10] $ gsh check  
Congratulations, mission 10 has been successfully completed!
```

The screenshot shows a Kali Linux terminal window with the title bar 'Kali Linux'. The terminal prompt is 'kaliepicodetest@kali: ~'. The user has entered the command 'gsh goal' in the 'gsh' shell. The output of the command is displayed in a dark-themed terminal window. The output includes the mission goal, useful commands, and shell patterns. The terminal window has a menu bar with 'File', 'Actions', 'Edit', 'View', and 'Help'. The terminal prompt is '~/Castle/Great_hall [mission 11] \$ gsh goal'. The output of the command is as follows:

```

Mission goal
=====

The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest.

Useful commands
=====

cp FILE1 FILE2 ... FILEn DIRNAME
Copy the files to the directory.
Remark: "cp" is an abbreviation of "copy".

Shell patterns
=====

*
The "*" character stands in for any sequence of characters
(including an empty sequence).

?
The "?" character stands in for any single character.
=====

```

The terminal prompt is now '~/Castle/Great_hall [mission 11] \$ ls'.


```
~/Castle/Great_hall
[mission 12] $ gsh goal

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\_ \_ \_

Mission goal

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.

Secondary objectives

Take a moment to admire the sheer beauty of the paintings.

Useful commands

ls -l
Print the list of files of the current directory, with additional information including last
modification date.

cat FILE
Display the contents of the file.
```

```
kaliepicodetest@kali: ~  
File Actions Edit View Help  
11565_tapestry_05 20494_tapestry_10 26005_stag_head 34066_tapestry_09 52367_tapestry_07 standard_3  
18615_tapestry_06 24123_tapestry_04 30855_suit_of_armour 44846_tapestry_08 standard_1 standard_4  
20397_tapestry_02 2426_decorative_shield 33638_tapestry_03 46541_tapestry_01 standard_2  
  
~/Castle/Great_hall  
[mission 12] $ cd /home/kaliepicodetest/gameshell/World/  
  
~  
[mission 12] $ ls  
Castle/ Forest/ Garden/ Mountain/ Stall/  
  
~  
[mission 12] $ cd Castle  
  
~/Castle  
[mission 12] $ ls  
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/  
  
~/Castle  
[mission 12] $ cd Main_tower  
  
~/Castle/Main_tower  
[mission 12] $ ls  
First_floor/  
  
~/Castle/Main_tower  
[mission 12] $ cd First_floor  
  
~/Castle/Main_tower/First_floor  
[mission 12] $ ls -l  
total 16  
drwxr-xr-x 3 kaliepicodetest kaliepicodetest 4096 Dec 15 19:31 Second_floor/  
-rw-r--r-- 1 kaliepicodetest kaliepicodetest 1503 Feb 2 1982 painting_CnxUxvBk  
-rw-r--r-- 1 kaliepicodetest kaliepicodetest 1055 Jul 8 2016 painting_EOPHftCU  
-rw-r--r-- 1 kaliepicodetest kaliepicodetest 1455 Mar 22 2001 painting_wKLV0yaw  
  
~/Castle/Main_tower/First_floor  
[mission 12] $ cp painting_CnxUxvBk /home/kaliepicodetest/gameshell/World/Forest/Hut/Chest/  
  
~/Castle/Main_tower/First_floor  
[mission 12] $ gsh check  
  
Congratulations, mission 12 has been successfully completed!
```

```
kaliepicodetest@kali: ~  
File Actions Edit View Help  
[mission 12] $ ls  
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/  
  
~/Castle  
[mission 12] $ cd Main_tower  
  
~/Castle/Main_tower  
[mission 12] $ ls  
First_floor/  
  
~/Castle/Main_tower  
[mission 12] $ cd First_floor  
  
~/Castle/Main_tower/First_floor  
[mission 12] $ ls -l  
total 16  
drwxr-xr-x 3 kaliepicodetest kaliepicodetest 4096 Dec 15 19:31 Second_floor/  
-rw-r--r-- 1 kaliepicodetest kaliepicodetest 1503 Feb 2 1982 painting_CnxUxvBk  
-rw-r--r-- 1 kaliepicodetest kaliepicodetest 1055 Jul 8 2016 painting_EOPHftCU  
-rw-r--r-- 1 kaliepicodetest kaliepicodetest 1455 Mar 22 2001 painting_wKLV0yaw  
  
~/Castle/Main_tower/First_floor  
[mission 12] $ cp painting_CnxUxvBk /home/kaliepicodetest/gameshell/World/Forest/Hut/Chest/  
  
~/Castle/Main_tower/First_floor  
[mission 12] $ gsh check  
  
Congratulations, mission 12 has been successfully completed!
```

```
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.
```

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

```
~  
[mission 14] $ gsh goal
```

Mission goal

Checking for hidden files is taking too long!

Create an alias "la" to run the command ``ls -A`` in order to list all files, including hidden ones, with only 2 letters.

Define the synonym

la

for the command

ls -A

and check that it works as expected.

How fortunate, there is a nice rock hidden just where you are.

Useful commands

alias STRING='COMMAND'

Create a synonym for a string, that will stand for a command.

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

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

```
~  
[mission 14] $ gsh check
```

Congratulations, mission 14 has been successfully completed!

```
~  
[mission 15] $ gsh goal
```

Mission goal

Create a file named "journal.txt" in your chest and write a short message in it.
You can use this file to record your notes and solutions for the upcoming missions.

Details

``nano`` is a command-line text editor. You can use it whenever you need to edit a file from the shell.

Useful commands

nano FILE
Edit the file from the shell.
(If the file does not exist, it will be created.)

Keybindings are listed at the bottom of the screen (the "^" symbol means "Control"). The most important ones are:

Control-x	quit
Control-o	save
Control-w	search for a string

Remark: do not use Control-s or Control-z!

(*)

\\

)

^



Home

```
~  
[mission 15] $ ls  
Castle/  Forest/  Garden/  Mountain/  Stall/
```

```
~  
[mission 15] $ cd Forest
```

```
~/Forest  
[mission 15] $ cd Hut
```

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

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

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

Congratulations, mission 15 has been successfully completed!

Mission goal

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

Details

To edit the journal file with ``nano`` from, for example, the cellar or the throne room, you need to give the full path to the file: ``~/Forest/.../journal.txt``.

To avoid typing this long command each time, you can create an alias just like

```
alias la='ls -a'
```

Useful commands

nano FILE

Edit the file from the shell.

(If the file does not exist, it will be created.)

alias STRING='COMMAND'

Create a synonym for a string, that will stand for a command.

Note

If (and only if) you know what you're doing, you can use the ``EDITOR`` variable to define your favorite editor and use it in the alias.

```
~/Forest/Hut/Chest
[mission 16] $ nano

~/Forest/Hut/Chest
[mission 16] $ ls
11565_tapestry_05  20494_tapestry_10  34066_tapestry_09  52367_tapestry_07  coin_3             standard_1  standard_4
18615_tapestry_06  24123_tapestry_04  44846_tapestry_08  coin_1             journal.txt         standard_2
20397_tapestry_02  33638_tapestry_03  46541_tapestry_01  coin_2             painting_CnxUxvBk  standard_3

~/Forest/Hut/Chest
[mission 16] $ alias journal='nano /home/kaliepicodetest/gameshell/World/Forest/Hut/Chest/journal.txt'

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

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