

# Report Esercizio 10/12/2024

## Programma GameShell Leonardo Catalano

“La traccia di oggi ci chiedeva di completare fino al 10\* livello il gioco GameShell, un gioco che permette di imparare e utilizzare i vari comandi della shell di linux.

Il 1\* livello chiedeva di raggiungere la cima del castello dandoci dei comandi utili

cd location = “change direcorey” serve per spostarsi in una location

pwd = ”print working directory” serve per mostrare l’attuale locazione (path) in cui sei

ls = “list” mostra la lista delle locazioni che sono accessibili

gsh check = in questo caso all’interno del gioco serve per vedere se l’obbiettivo della missione è raggiunto

gsh reset = restarta la missione dall’inizio.

## LIVELLO 1

```
[mission 1] $ pwd
/home/kali/gameshell/World

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Castle Forest Garden Mountain Stall

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Castle
Programmi

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Main_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
First_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd First_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Second_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Second_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ gsh check

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

## LIVELLO 2

Go to the castel's cellar (prigione/cella del castello)

Comandi utili:

cd --> vai indietro alla locazione in cui ti trovavi prima di spostarti nell'attuale

cd .. --> Vai verso la locazione padre (uno step indietro rispetto alla tua attuale posizione)

pwd --> vedi l'attuale posizione

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd ..

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd ..

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd ..

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar

[use 'gsh help' to get a list of available commands]
[mission 2] $ gsh check

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

### LIVELLO 3

Vai indietro alla posizione iniziale e dopo vai al trono usando solo 2 comandi

Comandi utili:

cd --> va indietro alla posizione iniziale

cd Location1/Location2/Location3 --> fai più salti di posizione con un solo comando.

```
[mission 3] $ cd

[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Castle/Main_building/Throne_room

[use 'gsh help' to get a list of available commands]
[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.
```

## LIVELLO 4

Costruisci una capanna nella foresta, e dopo costruisci una cassa all'interno

Comandi utili:

mkdir Directory --> crea una directory all'interno della directory attuale



```
~/Forest/Hut/Chest
[mission 5] $ cd ..

~/Forest/Hut
[mission 5] $ cd ..

~/Forest
[mission 5] $ cd ..

~
[mission 5] $ cd Castle

~/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] $ ls
barrel_of_apples  bat_1  bat_2

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

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

## LIVELLO 6

Prendi tutte le monete che trovi nel giardino di fronte al castello, e mettile da parte dentro la cassa nella capanna della foresta.

Comandi utili:

`mv File1 File 2 ... FileN DIRECTORY-->` muove i file in una directory

in questo caso `mv coin1_ coin_2 coin_3 ../Forest/Hut/Chest i ..` perchè si va indietro di una directory.

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

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

~/Garden
[mission 6] $ cd ..

~
[mission 6] $ cd Forest

~/Forest
[mission 6] $ cd Hut

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

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

~/Forest/Hut/Chest
[mission 6] $ gsh check

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

## LIVELLO 7

Raccogli tutte le monete nascoste nel giardino e mettile dentro la cassa (Hut Forest)

Comandi utili:

ls -A --> include anche le directory nascoste (un file è nascosto quando il suo nome inizia con un punto .)

Tab --> tabulazione per velocizzare e completare i nomi delle directory

```
[mission 7] $ cd Garden

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

~/Garden
[mission 7] $ ls -A
.27996_coin_2  .45812_coin_3  .59000_coin_1  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .27996_coin_2 .45812_coin_3 .59000_coin_1 ../Forest/Hut/Chest

~/Garden
[mission 7] $ cd ..

~
[mission 7] $ cd Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 7] $ ls
coin_1  coin_2  coin_3

~/Forest/Hut/Chest
[mission 7] $ ls -A
.27996_coin_2  .45812_coin_3  .59000_coin_1  coin_1  coin_2  coin_3

~/Forest/Hut/Chest
[mission 7] $ gsh check

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

## LIVELLO 8

Rimuovi tutti i ragni di nuovo nelle prigione, non disturbando i pipistrelli.

-Shell patterns

\* --> sta per una sequenza di caratteri (incluso una sequenza vuota)

? --> sta per ogni singolo carattere.

In questo caso facendo `rm *spider*` sto dicendo di eliminare ogni file contenente il nome spider





```
~/Castle/Cellar
[mission 9] $ ls -A
.10450_bat_3      .15024_bat_5      .17847_spider_37  .22774_spider_36  .26844_spider_31  .30589_bat_2      .5351_spider_21   .7663_spider_44
.11483_bat_4      .15344_spider_10  .18933_spider_25  .24150_spider_9   .27317_spider_5   .30695_spider_28  .5757_bat_1      .7760_spider_7
.11662_spider_6   .15366_spider_8   .18981_spider_26  24313_bat_2      .27889_spider_15  .31083_spider_16  .577_spider_24   .8327_spider_12
.11924_spider_23  .16101_spider_38  20293_bat_1      .25052_spider_48  .28228_spider_39  .31636_spider_45  .6296_spider_34   .9937_spider_49
.12533_spider_11  .16507_spider_30  .21543_spider_22  .26203_spider_2   .28579_spider_19  .31749_spider_13  .7192_spider_43   barrel_of_apples
.12923_spider_35  .16713_spider_3   .21694_spider_27  .26371_spider_33  .29914_spider_32  .4503_spider_18   .7196_spider_20
.12999_spider_14  17293_bat_3      .22412_spider_47  .26378_spider_29  .30024_spider_46  .4613_spider_41   .7372_spider_17
.14385_spider_1   17554_bat_5      .22645_spider_40  .26392_bat_4     .30278_spider_4   .4889_spider_50   .7507_spider_42

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

~/Castle/Cellar
[mission 9] $ ls -A
.10450_bat_3  .11483_bat_4  .15024_bat_5  17293_bat_3  17554_bat_5  20293_bat_1  24313_bat_2  .26392_bat_4  .30589_bat_2  .5757_bat_1  barrel_of_apples

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

      Congratulations !
      From now on, the ``ls`` command will automatically show a "/" character at the end of directories.

      jgs
```

## LIVELLO 10

Hai preso gusto ai 4 standardi della grande sala del castello, poichè rubarli non passerebbe inosservato, metti e fai una copia (stesso nome, stesso contenuto) di ciascuno nel tuo baule.

Comandi utili:

cp FILE DIRNAME --> copia il file in una directory

In questo caso per copiare tutti i file che hanno come nome standard ho fatto :

cp \*standard\* ../../Forest/Hut/Chest, ho fatto 2 volte ../ perchè dovevo fare 2 salti

indietro.

```

/ \
|  | 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/Cellar
[mission 10] $ cd ..

~/Castle
[mission 10] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
25401_decorative_shield 31185_stag_head 40798_suit_of_armour standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ cp *standard* ../Forest/Hut/Chest
cp: target '../Forest/Hut/Chest': No such file or directory

~/Castle/Great_hall
[mission 10] $ cp *standard* ../../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!
```