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

Il gioco è strutturato in più livelli, l'avanzamento di livello richiede il completamento di particolari missioni

Ci approcciamo adesso al primo livello del nostro gioco, dove è richiesto un semplice movimento tra directory grazie al comando CD e la visualizzazione dei diversi percorsi con il comando LS.

```
[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
[mission 1] $ gsh check
Congratulations, mission 1 has been successfully completed!
```

```
[mission 2] $
[mission 2] $ cd
[mission 2] $ ls
Castle  Forest  Garden  Mountain  Stall
[mission 2] $ cd Castle
[mission 2] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
[mission 2] $ cd Cellar
[mission 2] $ gsh check

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

Nel secondo e terzo livello avevamo come obiettivo semplicemente quello di muoverci nelle varie directory, in particolare nel livello 3 avremmo dovuto farlo utilizzando solo due comandi

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[mission 3] $ gsh check

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

```
~/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!
```

Nel quarto livello abbiamo creato due cartelle Hut e Chest grazie al comando MKDIR

```
[mission 5] $ cd -
/home/kali/gameshell/World

[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] $ ls
barrel_of_apples   bat_1   bat_2

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

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

el quinto livello siamo andati a rimuovere tutti i file "spider" grazie al comando RM

```
~/Castle/Cellar   coin_3   Flower_garden   Maze   Shed
[mission 6] $ cd
~/Garden
~mission 6] $ mv coin_1 coin_2 coin_3 World/Forest/Hut/Chest
[mission 6] $ ls  l/Forest/Hut/Chest': No such file or directory
Castle  Forest  Garden  Mountain  Stall
~/Garden
~mission 6] $ ls
[mission 6] $ cd Garden  Flower_garden  Maze  Shed

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

~/Garden
[mission 6] $ cd

~
[mission 6] $ ls
Castle  coin_1  coin_2  coin_3  Forest  Garden  Mountain  Stall

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

~
[mission 6] $ gsh check

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

Nel sesto livello siamo andati a muovere dei file, dalla loro directory di origine ad un'altra utilizzando il comando MV

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

[mission 7] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -A
.10843_coin_2   .4285_coin_1   .58473_coin_3   Flower_garden   Maze   Shed

~/Garden
[mission 7] $ mv .10843_coin_2 .4285_coin_1 .58473_coin_3 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

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

Nella missione 7 siamo andati a visualizzare dei file nascosti grazie al comando
LS -A e successivamente a muoverli in una directory diversa grazie al comando MV

```
~/Garden
[mission 8] $ cd

~
[mission 8] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[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 -A
10305_spider_35  13432_spider_31  16797_spider_37  18287_spider_15  19321_spider_25  22136_spider_42  24916_spider_44  27428_spider_26  28334_spider_33  3221_spider_1   8217_spider_46  barrel_of_apples
10786_spider_23  13790_spider_6   16939_bat_2      18416_spider_20  19366_spider_38  2231_spider_4    2591_spider_30   27475_spider_13  29097_bat_3      5556_spider_43  8427_spider_3
12887_bat_4      15182_spider_32  17835_spider_28  18549_spider_29  20576_spider_19  23687_spider_47  27010_spider_21  27598_spider_36  31442_spider_39  5971_spider_24  8560_spider_50
1313_bat_1       1604_spider_27   18043_spider_48  18557_spider_41  21116_spider_45  23940_spider_40  27076_spider_10  27909_spider_5   31625_spider_49  7855_bat_5      8572_spider_9
13251_spider_16  16390_spider_7   18167_spider_34  18962_spider_17  22077_spider_14  2444_spider_12   27134_spider_2   2792_spider_11   31916_spider_18  8191_spider_8   9013_spider_22

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

~/Castle/Cellar
[mission 8] $ ls -A
12887_bat_4  1313_bat_1  16939_bat_2  29097_bat_3  7855_bat_5  barrel_of_apples

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

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

Nella missione 8 siamo andati ad eliminare tutti i file utilizzando il comando rm e siccome vogliamo agire su una serie vasta di elementi che hanno in comune lo stesso nome, possiamo utilizzare *nome_in_comune*.

```
~/Castle/Cellar
[mission 9] $ ls -A
.10250_spider_38    .12148_spider_14    .14240_spider_20    .16707_spider_31    .20735_spider_17    .22740_spider_24    .26275_spider_35    .28030_spider_8     .29388_spider_10    .3597_spider_50     .6744_spider_15     .8107_spider
.11127_spider_41    .12677_spider_40    .14443_spider_9     16939_bat_2         .21219_spider_22    .23361_spider_23    .26916_bat_5        .28229_spider_13    .31833_bat_1        .3703_spider_27     .7269_spider_47     .8147_spider
.11449_spider_49    12887_bat_4         .14806_spider_46    .17056_bat_2        .21410_spider_42    .24689_spider_16    .27379_spider_33    .28927_spider_37    .32114_spider_25    .4308_spider_34     .7633_spider_32     .8328_spider
.11541_spider_4     1313_bat_1          .15227_bat_4        .18483_spider_2     .21613_spider_21    .2563_spider_19     .27801_spider_3     .28997_spider_1     .32396_spider_39    .5772_spider_26     7855_bat_5          .8839_spider
.12004_spider_36    .13195_spider_29    .16622_spider_48    .18856_spider_44    .21782_spider_18    .25999_spider_45    .27954_bat_3        29097_bat_3         .32620_spider_28    .5995_spider_12     .809_spider_11      .9269_spider

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

~/Castle/Cellar
[mission 9] $ ls -A
12887_bat_4  1313_bat_1  .15227_bat_4  16939_bat_2  .17056_bat_2  .26916_bat_5  .27954_bat_3  29097_bat_3  .31833_bat_1  7855_bat_5  barrel_of_apples

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

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

La missione 9 era simile alla precedente solo che questa volta siamo andati ad eliminare dei file nascosti, percui utilizziamo il comando RM .*Nome_in_comune*

```
~/Castle/Cellar
[mission 10] $ cd -
/home/kali/gameshell.1/World/Castle

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

~/Castle
[mission 10] $ cd Great_hall

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

~/Castle/Great_hall
[mission 10] $ cd

~
[mission 10] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[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!
```

Nella decima e ultima missione siamo abbiamo copiato dei file dalla directory Great_hall e li abbiamo spostati nella directory Chest.

Notare come anche a questo comando abbiamo potuto agire su una serie di file con caratteristiche in comune grazie al "*Nome_in_comune*".

Abbiamo quindi usato il comando CP per copiare i file in questione