Report S3/L2   Matteo Congiu

Missione 1

```
File  Actions  Edit  View  Help
[mission 1] $ gsh goal

(__^_____^__)
| / |                                                  | \ |
| / |   Mission goal                                    | \ |
| / |  _____                                         | \ |
| / |                                                   | \ |
| / |  Go to the top of the main tower of the castle.   | \ |
| / |                                                   | \ |
| / |   Useful commands                                 | \ |
| / |  _____                                   | \ |
| / |                                                   | \ |
| / |   cd LOCATION                                      | \ |
| / |     Move to the given location.                   | \ |
| / |     Remark: ``cd`` is an abbreviation for "change directory". | \ |
| / |                                                   | \ |
| / |   pwd                                             | \ |
| / |     Show the path to your current location.       | \ |
| / |     Remark: ``pwd`` is an abbreviation for "print working directory". | \ |
| / |                                                   | \ |
| / |   ls                                              | \ |
| / |     Show a list of locations that are currently accessible. | \ |
| / |     Remark: ``ls`` is an abbreviation of "list".  | \ |
| / |                                                   | \ |
| / |   gsh check                                       | \ |
| / |     Check if the mission objective has been achieved. | \ |
| / |                                                   | \ |
| / |   gsh reset                                       | \ |
| / |     Restart the mission from the beginning.       | \ |
| / |                                                   | \ |
| / |   Remarks                                         | \ |
| / |  _____                                          | \ |
| / |                                                   | \ |
| / |  UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriate (string) values. | \ |
| / |                                                   | \ |
| / |  Most filesystems treat uppercase and lowercase characters differently. Make sure you use the correct path. | \ |
(___)_____(___)
```

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

[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
bash: cd: Main_Tower: No such file or directory

[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] $ 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] $ ls

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

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

La missione 1 prevede lo spostamento nella cartella Top_ of_the_tower

usando i comandi cd – pwd –ls, per concludere la missione gsh check.

Missione 2

```
[mission 2] $ gsh goal
/6\/\ ..                                              ._/\/6\
(  \_/\/  ||                                           ||  \/\_/  )
   \_/\/  ||   Mission goal                            ||  \/\_/
         ||  _____                              ||
         ||                                            ||
         ||   Go the castle's cellar.                  ||
         ||                                            ||
         ||   Secondary objective                     ||
         ||  _____                       ||
         ||                                            ||
         ||  Understand the difference between ``cd -`` and ``cd ..``. ||
         ||                                            ||
         ||   Useful commands                          ||
         ||  _____                            ||
         ||                                            ||
         ||   cd -                                     ||
         ||     Jump back to the location you were in prior to your last move. ||
         ||                                            ||
         ||   cd ..                                    ||
         ||     Move to the parent directory (one step back along the path to your current location). ||
         ||                                            ||
         ||   pwd                                      ||
         ||     See the path to your current location. ||
         ||                                            ||
/6\/\ __||_____||___/\/6\
(  \_/\/ _____  \/\_/  )
   \_/\/                                                 \/\_/

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

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

[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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower

[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] $ gsh ceck
Error: unknown gsh command 'ceck'.
Use one of the following commands:  check, goal, help, reset

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

Congratulations, mission 2 has been successfully completed!
```
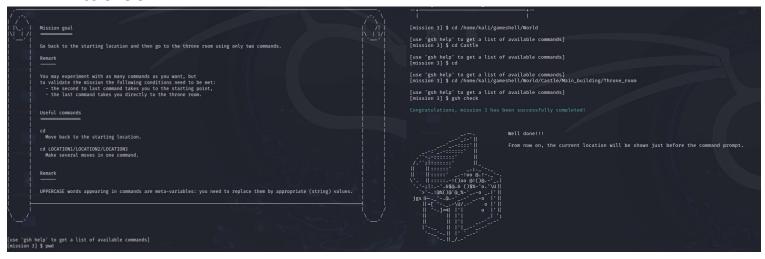
La missione 2 prevede lo spostamento nella cartella Cellar usando

i comandi cd – e cd …

Missione 3


```
Mission goal
_____

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

Remark
_____

You may experiment with as many commands as you want, but
to validate the mission the following conditions need to be met:
    - the second to last command takes you to the starting point,
    - the last command takes you directly to the throne room.


Useful commands
_____

cd
  Move back to the starting location.

cd LOCATION1/LOCATION2/LOCATION3
  Make several moves in one command.


Remark
_____

UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriate (string) values.
```

```
[use 'gsh help' to get a list of available commands]
[mission 3] $ pwd
```

```
[mission 3] $ cd /home/kali/gameshell/World

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

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

[use 'gsh help' to get a list of available commands]
[mission 3] $ cd /home/kali/gameshell/World/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.
```

La missione 3 prevede di spostarsi con cd nella Starting location, e con un solo comando andare direttamente nella cartella throne room – cd "directory".

Missione 4


```
| Mission goal
| _____
|
| Build a "Hut" in the forest, and then build a "Chest" in the hut.
|
| Useful commands
| _____
|
| mkdir DIRECTORY
|   Create a new directory inside the current directory.
|   Remark: ``mkdir`` is an abbreviation for "make directory".
```

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

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

~/Castle/Main_building/Throne_room
[mission 4] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room

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

~/Forest/Hut
[mission 4] $ mkdir Chest

~/Forest/Hut
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

La missione 4 prevede la creazione della cartella Hut dentro la cartella Forest, e la creazione della cartella Chest dentro la cartella Hut.

Il comando utilizzato è mkdir.

Missione 5


```
[mission 5] $ gsh goal

| 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.
|
| Useful commands
| _____
|
| rm FILE1 FILE2 ... FILEn
|   Delete the files (permanently).
|   Remark: ``rm`` is an abbreviation for "remove".
```

La missione 5 prevedere di rimuovere i ragni dalla cartella Cellar con il comando -rm.

```
~/Forest/Hut
[mission 5] $ pwd
/home/kali/gameshell/World/Forest/Hut

~/Forest/Hut
[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!
```

Missione 6

```
[mission 6] $ gsh goal

| Mission goal
| ============
|
| 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.
|
| Useful commands
| ===============
|
| mv FILE1 FILE2 ...  FILEn DIRECTORY
|   Move the files to the directory.
|   Remark: ``mv`` is an abbreviation of "move".
|
| ~
|   The "~" symbol is an abbreviation for the initial directory.
|   Example: wherever you are, ``~/Tavern`` denotes the directory (or file) "Tavern" in the initial directory.
```

Nella missione 6 dovevamo spostare i file coin nella cartella Chest con il comando –mv "Directory".

```
~/Forest/Hut/Chest
[mission 6] $ cd /home/kali/gameshell/World/Garden

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

~/Garden
[mission 6] $ cd /home/kali/gameshell/World/Forest/Hut/Chest

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

~/Forest/Hut/Chest
[mission 6] $ cd /home/kali/gameshell/World/Garden

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

~/Garden
[mission 6] $ cd /home/kali/gameshell/World/Forest/Hut/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!
```

Missione 7

```
[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.         | \ |
| |__|                                                                                         |__|
(____)───────────────────────────────────────────────────────────────────────────────(____)
```

Nella missione 7 dovevamo spostare i file nascosti con il nome coin nella cartella Chest. Per visualizzare i file nascosti usiamo il comando ls –A mentre per spostarli –mv.

```
~/Garden
[mission 7] $ ls -A
.59634_coin_3  .6040_coin_2  .8665_coin_1  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .59634_coin_3  .6040_coin_2  .8665_coin_1 ~/Forest/Hut/Chest

~/Garden
[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
.59634_coin_3  .6040_coin_2  .8665_coin_1  coin_1  coin_2  coin_3

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

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

Missione 8

```
[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                                      |  |  |
|  |  |             *o*    ⟶  Folder-1 potato                                      |  |  |
|  |  |             x*     ⟶  error, no matching file                             |  |  |
|  |  |             *-?    ⟶  file-1 Folder-1                                      |  |  |
|  |  |             *-??   ⟶  file-14                                             |  |  |
|  |  |                                                                            |  |  |
|  |__|_____|__|  |
\  .  /                                                                            \  .  /
 \_ _/                                                                              \__ _/
```

```
~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10005_bat_3      13265_spider_20  15424_spider_5   17594_spider_38  18962_bat_1      22922_spider_28  25814_bat_4      29399_spider_42  30527_spider_21  3526_spider_19  8203_spider_17  barrel_of_apples
10208_spider_46  13458_spider_39  15482_spider_14  17601_bat_5      19324_spider_44  24329_spider_4   26249_spider_34  30040_spider_6   30702_spider_8   4146_spider_13  8527_spider_37
11405_spider_31  14025_spider_45  16028_spider_48  17638_spider_25  21156_spider_12  25061_spider_43  26250_spider_11  3030_spider_35   32178_spider_40  4504_spider_32  9006_spider_30
12375_spider_29  14932_spider_47  17263_spider_36  18296_spider_9   21320_spider_16  2536_spider_26   28893_spider_27  30438_spider_23  3319_spider_10   6094_bat_2      9547_spider_22
12769_spider_33  15336_spider_18  17376_spider_15  18370_spider_2   21969_spider_24  25639_spider_50  29028_spider_49  30488_spider_3   3509_spider_1    6360_spider_7   9555_spider_41

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

~/Castle/Cellar
[mission 8] $ ls
10005_bat_3  17601_bat_5  18962_bat_1  25814_bat_4  6094_bat_2  barrel_of_apples

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

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

Nella missione 8 dovevamo cancellare tutti i file con il nome spider dalla cartella Cellar. Per cancellare abbiamo usato -rm e per selezionarli *spider* cosi facendo ha considerato solo i file che contenevano la parola spider nel nome.

Missione 9

```
~/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. | \ |
 |___|                                                                                          |___|
 (___)──────────────────────────────────────────────────────────────────────────────────────(___)
```

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

~/Castle/Cellar
[mission 9] $ ls -A
10005_bat_3  .12622_bat_5  .1293_bat_2  .15620_bat_3  17601_bat_5  18962_bat_1  .22881_bat_1  25814_bat_4  6094_bat_2  .7636_bat_4  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.
```

Nella missione 9 dovevamo cancellare tutti i file nascosti con il nome spider all'interno della cartella cellar.

Abbiamo usato –rm per cancellare e abbiamo aggiunto il punto prima dell'asterisco per selezionare, altrimenti la selezione non includeva i file nascosti, comando –rm .*spider*.

Missione 10


```
~/Castle/Great_hall
[mission 10] $ ls
15160_stag_head  51322_decorative_shield  8339_suit_of_armour  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1  standard_2  standard_3  standard_4 ~/Forest/Hut/Chest

~/Castle/Great_hall
[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 missione 10 dovevamo copiare i file Standard della cartella Great_hall e incollarli nella cartella Chest. Per farlo abbiamo usato il comando –cp "nome_file" "directory".