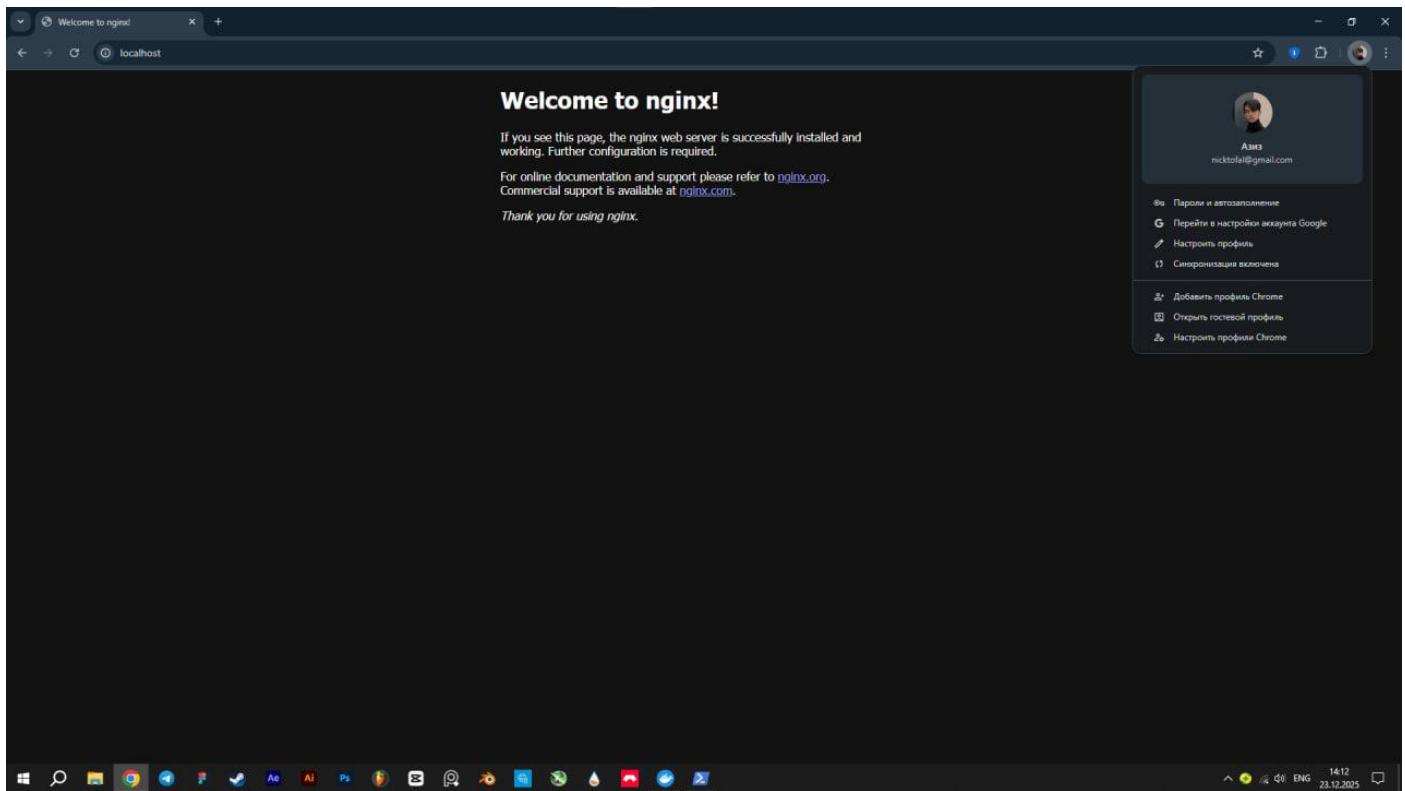


The screenshot shows the Docker Desktop application window. On the left, a sidebar menu includes options like Ask Gordon (BETA), Containers (selected), Images, Volumes, Kubernetes, Builds, Models, MCP Toolkit (BETA), Docker Hub, Docker Scout, and Extensions. The main area is titled 'Containers' with a 'Give feedback' link. It displays 'Container CPU usage' at 0.00% / 1200% and 'Container memory usage' at 10.48MB / 3.68GB. A search bar and a filter for 'Only show running containers' are present. A table lists one container: 'my-nginx' (Container ID: 88dc3bc5cc2a, Image: nginx, Port(s): 80:80). Below this is a 'Walkthroughs' section with cards for 'Multi-container applications' (8 mins) and '\$ docker init' (3 mins). At the bottom, status information shows 'Engine running', RAM: 2.67 GB, CPU: 0.00%, Disk: 1.61 GB used (limit 1006.85 GB), and version v4.55.0.

```
PS C:\Users\Aziz> docker run -d --name my-nginx -p 80:80 nginx
Unable to find image 'nginx:latest' locally
latest: Pulling from library/nginx
5b5fa0b64d74: Pull complete
9ee60c6c0558: Pull complete
7382b41547b8: Pull complete
1733a4cd5954: Pull complete
ee3a09d2248a: Pull complete
5b219a92f92a: Pull complete
114e699da838: Pull complete
adeb5aba46ee: Download complete
11488ed04caf: Download complete
Digest: sha256:fb01117203ff38c2f9af91db1a7409459182a37c87cced5cb442d1d8fcc66d19
Status: Downloaded newer image for nginx:latest
88dc3bc5cc2a2f8da1481ae8071fea9f07df4d09514d96ed778aa28ed557c115
PS C:\Users\Aziz>
```



```
C:\Users\Aziz>ssh bandit12@bandit.labs.overthewire.org -p 2220
```

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This is an OverTheWire game server.
More information on <http://www.overthewire.org/wargames>

```
backend: gibson-1  
bandit12@bandit.labs.overthewire.org's password:
```

www. --- ver --- he --- " ire.org

Welcome to OverTheWire!

If you find any problems, please report them to the #wargames channel on discord or IRC.

--[Playing the games]--

This machine might hold several wargames.
If you are playing "somegame", then:

- * **USERNAMES** are somegame0, somegame1, ...
- * **LEVELS** are stored in /somegame/.
- * **PASSWORDS** for each level are stored in /etc/somegame_pass/.

1 ZjLjTmM6FvvyRnrb2rfNWOZOTa6ip5If
2 263JGJPfgU6LtdEvgfWU1XP5yac29mFx
3 MNk8KNH3Usio41PRUEoDFPqfxLP1Smx
4 2WmrDRmJIq3IPxneAaMGhap0pFhF3NJ
5 4oQYVPkxZ00E005pTW81FB8j81xXGUQw
6 HWasnPhtq9AVKe0dmk45nxy20cvUa6EG
7 morbNTDkSW6jI1Uc0ym0dMaLn01FVAaj
8 dfwvzFQi4mU0wfNbFOe9RoWskMLg7eEc
9 4CKmh1JI91bUIZZPXDqGanal4xvAg0JM
10 FGUW5i1LVJrxX9kMYMm1N4MgbpfMiqey
11 dtR173fZKb0RRsDFSGsg2RWnpNVj3qRr
12 7x16WNeHI5YkIhWsffIqoognUTyj904