

## PROGETTO MODULO\_2 – ALESSIO RUSSO

NB alcuni livelli sono mancanti per mancanza screenshot.

```
kali@kali: ~  
File Actions Edit View Help  
|  
| 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".  
|  
[mission 1] $  
[mission 1] $ gsh check  
  
Congratulations, mission 1 has been successfully completed!  
  
|  
--+-----+--  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
--+-----+--  
|  
[mission 2] $ ls
```

```
| Move to the parent directory (one step back along the path to your  
| current location).  
|  
[mission 2] $  
[mission 2] $ cd ..  
[mission 2] $ cd ..  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle/Main_tower  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle  
[mission 2] $ gsh check
```

```
[mission 2] $  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle  
[mission 2] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 2] $ cd Cellar  
[mission 2] $ ls  
barrel_of_apples  
[mission 2] $ pwd goals  
/home/kali/gameshell/World/Castle/Cellar  
[mission 2] $ gsh check
```

Congratulations, mission 2 has been successfully completed!

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

```
[mission 3] $ █
```

Sorry, mission 3 hasn't been completed.

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

```
[mission 3] $ cd  
[mission 3] $ cd /home/kali/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.                 |
```

```
| 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] $ cd ..
```

```
~/Castle/Main_building
```

```
[mission 4] $ cd ..
```

```
~/Castle
```

```
[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] $ ls
```

```
Chest
```

```
~/Forest/Hut
```

```
[mission 4] $ gsh check
```

```
~/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!

"the quieter you become, the more you are able to hear"

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

```
~
[mission 6] $ cd Garden
```

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

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

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

```
~/Garden
[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.           |
+-----+
```

```
~/Garden
[mission 6] $ gsh check
```

Congratulations, mission 6 has been successfully completed!

```

|| if there is only one possible completion. ||
||
|| Tab-Tab ||
|| Pressing tabulation twice successively shows a list of ||
|| possible completions. ||
||
|_/6\/_|_|_/_/6\
(  _|_|_/_/6\
\_/_/|_|_/_/

```

```

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

```

```

~/Garden
[mission 7] $ ls -A
.10418_coin_1 .24728_coin_3 .43133_coin_2 Flower_garden Maze Shed

```

```

~/Garden
[mission 7] $ mv .10418_coin_1 .24728_coin_3 .43133_coin_2 /home/kali/gameshell/World/Forest/Hut/Chest

```

```

~/Garden
[mission 7] $ gsh check
Congratulations, mission 7 has been successfully completed!

```

```

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

```

```
~/Castle/Cellar
[mission 8] $ ls *spider*
10021_spider_27 15184_spider_7 18870_spider_48 27605_spider_11 4174_spider_49
11390_spider_2 15310_spider_4 20495_spider_15 27820_spider_20 471_spider_38
12440_spider_34 15498_spider_29 21774_spider_41 29130_spider_13 4781_spider_30
1299_spider_23 15598_spider_9 21785_spider_25 29345_spider_39 5100_spider_10
13010_spider_24 15955_spider_5 22549_spider_50 29803_spider_21 5592_spider_28
13100_spider_0 16480_spider_8 22702_spider_3 30082_spider_14 7200_spider_43
13309_spider_19 17923_spider_36 24094_spider_10 30440_spider_12 7948_spider_47
13321_spider_37 17945_spider_18 20221_spider_40 30747_spider_42 9331_spider_45
14403_spider_32 18063_spider_22 20485_spider_44 31998_spider_17 9401_spider_31
15009_spider_1 18390_spider_35 27110_spider_20 3438_spider_33 9780_spider_46
```

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

```
~/Castle/Cellar
[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

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

Congratulations, mission 8 has been successfully completed!

```
Castle/ Forest/ Garden/ Mountain/ Stall/

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

~/Castle
[mission 10] $ cd Great_hall

~/Castle/Great_hall
[mission 10] $ ls
20809_stag_head      40922_suit_of_armour  standard_2  standard_4
4038_decorative_shield  standard_1          standard_3

~/Castle/Great_hall
[mission 10] $ cp *standard* /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ gsh check

Congratulations, mission 10 has been successfully completed!

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

~/Castle/Great_hall
```



```
| / | The "?" character stands in for any single character. | \ |  
| _ |  
( _ )
```

```
~/Castle/Great_hall  
[mission 11] $ ls  
15192_decorative_shield 43498_tapestry_02 59954_tapestry_07 standard_3  
18490_suit_of_armour 45823_tapestry_08 62935_tapestry_04 standard_4  
2547_tapestry_05 52207_tapestry_06 64691_tapestry_03  
29871_stag_head 54089_tapestry_10 standard_1  
34086_tapestry_09 55258_tapestry_01 standard_2
```

```
~/Castle/Great_hall  
[mission 11] $ cp *tapestripes* /home/kali/gameshell/World/Forest/Hut/Chest  
cp: cannot stat '*tapestripes*': No such file or directory
```

```
~/Castle/Great_hall  
[mission 11] $ cp *tapestry* /home/kali/gameshell/World/Forest/Hut/Chest
```

```
~/Castle/Great_hall  
[mission 11] $ gsh check
```

Congratulations, mission 11 has been successfully completed!

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

```
~/Castle/Great_hall  
~  
[mission 14] $ alias la='ls -A'  
~  
[mission 14] $ la  
.bashrc Castle/ Forest/ Garden/ .lessht .local/ Mountain/ .nice_rock S  
~  
"the quieter you become, the more you are able  
[mission 14] $ gsh check
```

Congratulations, mission 14 has been successfully completed!



```
~/Forest/Hut/Chest
```

```
[mission 15] $ ls
```

```
2547_tapestry_05  52207_tapestry_06  62935_tapestry_04  coin_3  stan
34086_tapestry_09  54089_tapestry_10  64691_tapestry_03  painting_QqCmeBpx  stan
43498_tapestry_02  55258_tapestry_01  coin_1  standard_1
45823_tapestry_08  59954_tapestry_07  coin_2  standard_2
```

```
~/Forest/Hut/Chest
```

```
[mission 15] $ nano journal.txt
```

```
~/Forest/Hut/Chest
```

```
[mission 15] $ gsh check
```

```
Congratulations, mission 15 has been successfully completed!
```

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

```
~/Forest/Hut/Chest
```

```
[mission 16] $
```

```
~/Forest/Hut/Chest
```

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

```
~/Forest/Hut/Chest
```

```
[mission 16] $ cd ..
```

```
~/Forest/Hut
```

```
[mission 16] $ cd ..
```

```
~/Forest
```

```
[mission 16] $ journal
```

```
~/Forest
```

```
[mission 16] $ gsh check
```

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

```

File Actions Edit View Help
[mission 17] $ la
.11746_bat_4 2356_bat_5
1406_bat_4 25548_bat_2
.1504_bat_1 .4818_bat_5
.16421_bat_3 5772_bat_3
18335_bat_1 barrel_of_apples
.23134_bat_2 .Lair_of_the_spider_queen goNmpAbuVzQjzqPK MtKibjXRPMvjxbRo/

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ goNmpAbuVzQjzqPK MtKibjXRPMvjxbRo/

~/Castle/Cellar/.Lair_of_the_spider_queen goNmpAbuVzQjzqPK MtKibjXRPMvjxbRo
[mission 17] $ ls
cMOrPDYtCgitipDz_baby_bat_spTcuKOLCoqLYtgL
wYsmmAwPfpdIGIyr_spider_queen_mIERMCwwiULPOhLj

~/Castle/Cellar/.Lair_of_the_spider_queen goNmpAbuVzQjzqPK MtKibjXRPMvjxbRo
[mission 17] $ rm wYsmmAwPfpdIGIyr_spider_queen_mIERMCwwiULPOhLj

~/Castle/Cellar/.Lair_of_the_spider_queen goNmpAbuVzQjzqPK MtKibjXRPMvjxbRo
[mission 17] $ gsh check
Perfect, it took you only 14 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!
the quieter you become, the more you are able to hear"

|
File Actions Edit View Help
~/Castle/Main_building
[mission 18] $ gsh reset

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

~/Castle/Main_building
[mission 18] $ xeyes
^C

~/Castle/Main_building
[mission 18] $ xeyes &
[1] 112181

~/Castle/Main_building
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!
the quieter you become, the more you are able to hear"

|
File Actions Edit View Help
| in directory |
| /home/kali/gameshell/World/Garden/Maze |
+-----+

~/Garden/Maze
[mission 19] $ gsh check

Congratulations, mission 19 has been successfully completed!

+-----+
| Congratulations! |
| From now on, the command ``ls`` will try using |
| a color code to make it easier to differentiate |
| between directories and several kinds of files. |
+-----+

```

```
~/Forest/Hut/Chest
[mission 21] $ find /home/kali/gameshell/World/Garden/Maze/ -iname "*coin*"

~/Forest/Hut/Chest
[mission 21] $ find /home/kali/gameshell/World/Garden/Maze/ -iname "*coin*"

~/Forest/Hut/Chest
[mission 21] $ gsh check
```

Congratulations, mission 21 has been successfully completed!

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

```
~/Forest/Hut/Chest
[mission 22] $
```

```
~/Mountain/Cave
[mission 22] $ head -n 6 Book_of_potions/page_07
Herbal tea
```

- 1) Boil water.
- 2) Add herbs from the forest.
- 3) Let it sit for five minutes and drink while hot.

```
~/Mountain/Cave
[mission 22] $ gsh check
```

Congratulations, mission 22 has been successfully completed!

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

```
~/Mountain/Cave
[mission 23] $
```

```
~/Mountain/Cave
[mission 23] $ tail -n 9 Book_of_potions/page_12
1) Boil water in a cauldron.
2) Add in a few death caps (Amanita phalloides).
3) Also add a few fly agarics (Amanita muscaria).
4) And some destroying angels (Amanita virosa).
5) Mix in a few deadly webcaps (Cortinarius rubellus).
6) Feel free to add in any colourful fungi you have on hand.
7) Let half of the water evaporate.
8) Season with a pinch of salt and a few herbs.
9) Serve hot in a bowl.
```

```
~/Mountain/Cave
[mission 23] $ gsh check
```

Congratulations, mission 23 has been successfully completed!

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

```
~/Mountain/Cave
[mission 24] $
```

```
1) Boil water in a cauldron.
2) Add 3 measures of fluxweed to the cauldron.
3) Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
6) Add 4 leeches to the cauldron.
7) Crush 2 scoops of lacewing flies to a fine paste.
8) Add 2 measures of the crushed lacewings to the cauldron.
9) Heat for 30 seconds on a low heat.
10) Add 3 measures of boomslang skin to the cauldron.
11) Crush a bicorn horn into a fine powder.
12) Add 1 measure of the crushed horn to the cauldron.
13) Heat for 20 seconds at a high temperature.
14) Wave your wand then let potion brew for 24 hours.
15) Add 1 additional scoop of lacewings to the cauldron.
16) Stir 3 times, counter-clockwise.
17) Split potion into multiple doses, if desired.
18) Add a pieces of the person you wish to become.
19) Wave your wand to complete the potion.
```

```
~/Mountain/Cave
[mission 24] $ gsh check
```

Congratulations, mission 24 has been successfully completed!

```
29 15) Add a few larch tree needles for seasoning.
30 16) Drink the potion from the cauldron.
```

```
~/Mountain/Cave
```

```
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -n 16
```

```
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.
```

```
~/Mountain/Cave
[mission 25] $ gsh check
```

Congratulations, mission 25 has been successfully completed!

```
~/Mountain/Cave  
[mission 26] $ ls  
Book_of_potions/ servillus
```

```
~/Mountain/Cave  
[mission 26] $ tail -n 9 page_13 | head -n 4  
tail: cannot open 'page_13' for reading: No such file or directory
```

```
~/Mountain/Cave  
[mission 26] $ tail -n 9 Book_of_potions/ page_13 | head -n 4  
tail: ==> Book_of_potions/ <==  
error reading 'Book_of_potions/': Is a directory  
tail: cannot open 'page_13' for reading: No such file or directory
```

```
~/Mountain/Cave  
[mission 26] $ tail -n 9 Book_of_potions/page_13 | head -n 4  
1) Boil water in a big pot.  
2) Condense the vapor in a fresh container.  
3) Add minerals for a better taste (optional).
```

```
~/Mountain/Cave  
[mission 26] $ gsh check
```

Congratulations, mission 26 has been successfully completed! able to hear"

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

```
3 4 | [x]
kali@kali: ~
File Actions Edit View Help
*#@*
@_**/~
!$-#

ps -all
F S    UID      PID      PPID    C  PRI   NI  ADDR  SZ  WCHAN  TTY      TIME  CMD
0 S    1000     36044    2055    0   80    0   -    1772 do_wai pts/0    00:00:00 bash
0 S    1000     36094    36044    0   80    0   -    1952 do_wai pts/0    00:00:00 bash
0 S    1000     36432    36094    0   80    0   -     616 hrtime pts/0    00:00:00 spell
0 R    1000     36753    36094    0   80    0   -    2719 -      pts/0    00:00:00 ps

~
[mission 27] $ kill

*#@*
@_**/~
!$-#

36432
[1]+  Terminated                  "$GSH_TMP/$(gettext "spell")"

~
[mission 27] $ gsh check

Congratulations, mission 27 has been successfully completed!
the quieter you become, the more you are able to hear"

|                                     |
--+-----+
| Use the command                    |
|                                     |
```



```
!$-#
```

```
##@*  
_**/~  
!$-#
```

```
33534
```

```
[1]+ Killed
```

```
"$GSH_TMP/$(gettext "spell")"
```

```
~
```

```
[mission 28] $
```

```
##@*  
_**/~  
!$-#
```

```
kill -9 33936
```

```
##@*  
_**/~  
!$-#
```

```
~
```

```
[mission 28] $ gsh check
```

```
Congratulations, mission 28 has been successfully completed!
```



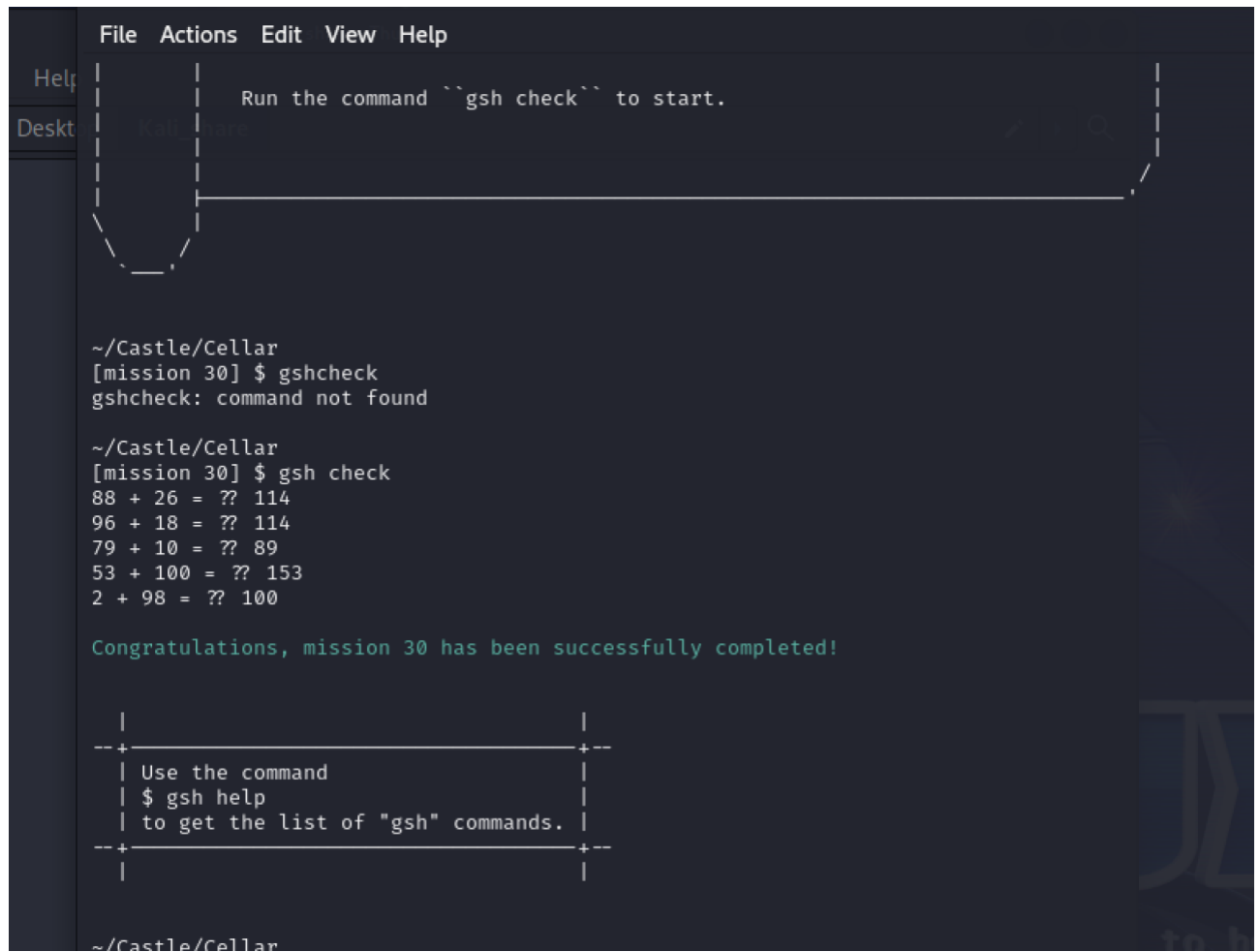
```
File Actions Edit View Help
Help
Deskt 14262_snowflake 25863_snowflake 34371_snowflake 3954_snowflake 55184_coal 6805_coal
14433_snowflake 26152_coal 34459_snowflake 39649_snowflake 55184_snowflake 6805_sno
14577_coal 26220_snowflake 3487_coal 44029_snowflake 552_coal 7580_sno
15039_coal 26247_coal 3487_snowflake 44246_coal 552_snowflake 7876_sno
15039_snowflake 2677_snowflake 34884_coal 44246_snowflake 55602_coal 8802_coal
15954_coal 26901_snowflake 3547_snowflake 45087_snowflake 56074_coal 9519_coal
15980_snowflake 27324_coal 35540_coal 45160_snowflake 5772_bat_3 9608_sno
16059_coal 27324_snowflake 36456_coal 45797_coal 58811_snowflake 9844_sno
16059_snowflake 28737_coal 36846_snowflake 45815_coal 58885_snowflake barrel_o

~/Castle/Cellar
[mission 29] $ rm *coal*

~/Castle/Cellar
[mission 29] $ ls
11001_snowflake 18335_bat_1 30966_snowflake 37763_snowflake 46175_snowflake 60946_sn
11123_snowflake 20530_snowflake 30985_snowflake 37865_snowflake 46758_snowflake 61154_sn
12589_snowflake 22135_snowflake 31215_snowflake 38385_snowflake 47383_snowflake 61338_sn
13014_snowflake 22945_snowflake 31347_snowflake 38877_snowflake 48839_snowflake 61400_sn
1305_snowflake 2356_bat_5 31951_snowflake 39235_snowflake 5182_snowflake 61971_sn
13442_snowflake 24743_snowflake 32143_snowflake 392_snowflake 52492_snowflake 63988_sn
13535_snowflake 24991_snowflake 32631_snowflake 3954_snowflake 54462_snowflake 64067_sn
1379_snowflake 25548_bat_2 34371_snowflake 39649_snowflake 54699_snowflake 6805_sno
1406_bat_4 25863_snowflake 34459_snowflake 43890_snowflake 55184_snowflake 6930_sno
14262_snowflake 26220_snowflake 3487_snowflake 44029_snowflake 552_snowflake 7580_sno
14433_snowflake 2677_snowflake 3547_snowflake 44246_snowflake 5772_bat_3 7876_sno
15039_snowflake 26901_snowflake 36846_snowflake 45037_snowflake 58811_snowflake 9608_sno
15980_snowflake 27219_snowflake 37070_snowflake 45087_snowflake 58885_snowflake 9844_sno
16059_snowflake 27324_snowflake 37222_snowflake 45160_snowflake 5970_snowflake barrel_o
17152_snowflake 30351_snowflake 37513_snowflake 45821_snowflake 60354_snowflake

~/Castle/Cellar
[mission 29] $ gsh check

Congratulations, mission 29 has been successfully completed!
```



```
| / | Send the command's output to a file instead of printing it on the screen
| / |
| / | less FILE
| / | display the content of a file, one page at a time
| / |
| / | Important keybindings are
| / |   q          quit
| / |   Space      scroll down one page
| / | / STRING search for a string
| / |   n          go to the next occurrence of the
| / | search string
| / |
| / | ls FILE1 ... FILEn
| / | Show the list of files given as arguments.
| / | This is particularly useful if you use shell patterns with wildcards.
|___|
(_____)_____
```

~/Castle/Main\_building/Library/Merlin\_s\_office  
[mission 32] \$ ls grimoire\_\* > Drawer/inventory.txt

~/Castle/Main\_building/Library/Merlin\_s\_office  
[mission 32] \$ nano Drawer/inventory.txt

~/Castle/Main\_building/Library/Merlin\_s\_office  
[mission 32] \$ gsh check

Congratulations, mission 32 has been successfully completed!

While you are waiting, a bat flies by...