

COMANDI LINUX

Dato il Piccolo Videogioco "GAMESHELL" impareremo i comandi base di Linux

```

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

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

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

Esercizi
[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!

```

Comandi ls e cd

ls:list-----> **Comando utilizzato per stampare a schermo una lista contenente le directory (dove ci puoi entrare)**

cd:change directory---> **sever per entrare ed uscire da una directory**

```

~/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
1058_spider_48 11569_spider_33 13165_bat_5 16657_spider_28 17634_spider_16 2011_spider_22 2085_spider_12 24547_spider_9 26009_spider_31 27628_spider_50 28799_spider_17 3547_bat_4 5255_spider_47 6660_spider_36
10677_spider_2 11661_spider_6 13820_spider_34 16683_spider_3 18641_spider_24 20179_spider_30 214_spider_13 25080_spider_15 26400_spider_27 27881_spider_4 30536_spider_20 4475_spider_1 5290_spider_43 7300_spider_21
1187_spider_8 12435_spider_44 1515_spider_37 17284_spider_26 18942_bat_1 20358_spider_30 22042_spider_40 23172_spider_23 26800_spider_32 28100_spider_39 31032_spider_48 492_spider_35 5572_spider_38 8127_bat_3
11535_spider_5 12374_spider_14 16394_bat_2 17430_spider_62 19785_spider_25 20690_spider_41 22583_spider_7 25641_spider_19 27247_spider_46 28769_spider_45 31827_spider_18 5100_spider_11 6599_spider_29 barrel_of_apples
~/Castle/Cellar
[mission 8] $ rm *_spider_*
~/Castle/Cellar
[mission 8] $ ls
13165_bat_5 16394_bat_2 18942_bat_1 3547_bat_4 8127_bat_3 barrel_of_apples
~/Castle/Cellar
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!

```

rm:remove----->Comando utilizzato per rimuovere un file o una directory (solo se sei amministratore)

In questo i ragni hanno numeri diversi:

Per rimuovere (come in questo caso i ragni) si usa `rm *_spider_*`, rimuove solo i file contenteti la scirtta spider

```

~/Garden
[mission 6] $
~/Garden
[mission 6] $
~/Garden
[mission 6] $
~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3^C
~/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] $ ls
Flower_garden Maze Shed
~/Garden
[mission 6] $ gsh check
Congratulations, mission 6 has been successfully completed!

```

MV: move-----> serve a muovere un file in un'altra directory

Ci sono altri comandi come :

mkdir-----> crea una directory

alias "variabile"= "comando----> serve per creare una shortcut per un comando definito dandogli una variabile