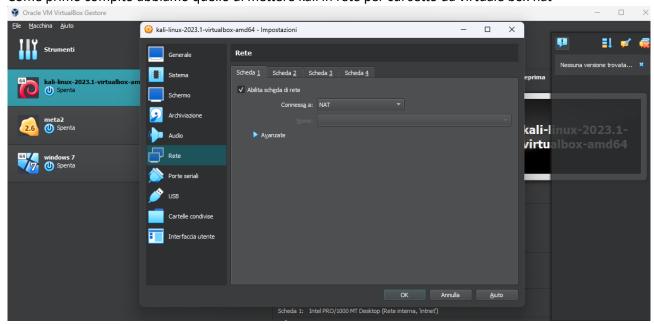
Familiarizzare con i comandi della shell

Come primo compito abbiamo quello di mettere kali in rete per cui setto da virtuale box nat



Dopo aver avviato la machina vado a metterla su internet con dhclient eth0

```
(root@ kali)-[/home/kali]

# dhclient eth0
RTNETLINK answers: File exists

(root@ kali)-[/home/kali]

# ping 8.8.8.8

PING 8.8.8.8 (8.8.8.8) 56(84) bytes of data.
64 bytes from 8.8.8.8: icmp_seq=1 ttl=111 time=65.8 ms
64 bytes from 8.8.8.8: icmp_seq=2 ttl=111 time=75.1 ms
64 bytes from 8.8.8.8: icmp_seq=3 ttl=111 time=105 ms
64 bytes from 8.8.8.8: icmp_seq=4 ttl=111 time=57.6 ms
64 bytes from 8.8.8.8: icmp_seq=4 ttl=111 time=65.0 ms
64 bytes from 8.8.8.8: icmp_seq=9 ttl=111 time=64.5 ms
^C

— 8.8.8.8 ping statistics —
9 packets transmitted, 6 received, 33.3333% packet loss, time 8081ms
rtt min/avg/max/mdev = 57.581/72.093/104.502/15.369 ms

(root@ kali)-[/home/kali]
```

Eseguo sudo apt-get update che ci permette di aggiornare l'indice dei pacchetti locali scaricando le ultime liste di pacchetti dai repository software configurati nel sistema.

Dopo procedo con l'istallazione del pacchetto.

```
Crossbard - /-/home/kali |

suid apri-get update

Set: a http://kali.domaload/kali kali-rolling/main amd64 Packages [19.2 MB]

Get: a http://kali.domaload/kali kali-rolling/main amd64 Contents (deb) [44.7 MB]

Fetched 64.0 Mb in zls: (3,972 kB/s)

Reading package lists ... Dome

Crossbard - /-/ Indeed -
```

Avvio il gioco con bash gameshell.sh



Partiamo a risolvere il gioco

Liv 3

Pwd capisco dove mi trovo

Cd vado alla dairectory principale

Ls mosta cosa ho nelle cartelle

Cd /nome cartella/nome cartella/nome cartella/nome cartella/nome cartella mi porta in una sola volta nel punto desiderato se so il percorso .

```
/home/kali/gameshell/World/Castle/Cellar
[mission 3] $ cd
[mission 3] $ pwd
/home/kali/gameshell/World
[mission 3] $ ls
Castle Forest Garden Mountain Stall
[mission 3] $ cd Castle
[mission 3] $ ped
Command 'ped' not found, but there are 17 similar ones.
[mission 3] $ pwd
/home/kali/gameshell/World/Castle
[mission 3] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 3] $ cd Main_building
[mission 3] $ pwd
/home/kali/gameshell/World/Castle/Main_building
[mission 3] $ ls
Library Throne_room
[mission 3] $ cd Throne_room
[mission 3] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ cd /home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check
  | Use the command
  | $ gsh help
  | to get the list of "gsh" commands.
mission 3] $ pwd
home/kali/gameshell/World/Castle/Main_building/Throne_room/
[mission 3] $ cd
[mission 3] $ cd /home/kali/gameshell/World/Castle/Main_building/Throne_room
[mission 3] $ gsh check
```

Liv 4

Cd directory principale

Cd Forest entro nella Forest

Ls guardo cosa c'è

Mkdir creo cartelle in questo caso hut cd hut ci entro mkdir creo Chest.

```
~/Castle/Main_building/Throne_room
[mission 4] $ cd
[mission 4] $ ls
Castle Forest Garden Mountain Stall
[mission 4] $ cd Forest
~/Forest
[mission 4] $ ls
~/Forest
[mission 4] $ pwd
/home/kali/gameshell/World/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
```

Livello 8

Cd entro nella dairectory principale

Cd Castle/Cellar/ entro nella cartella Cellar

Ls -A mi permette di vedere tutto ciò che c' è linterno anche i file nascosti

Rm rimuove i file con asterisco sostituisco tutti i char caratteri in questo caso i numeri

```
-/Forest/Hut/Chest
[mission 8] $ cd
-
[mission 8] $ ls
Castle Forest Garden Mountain Stall
-
[mission 8] $ cd Castle/Cellar/
-/Castle/Cellar
[mission 8] $ ls -A
11131_spider_16 13805_spider_23 1604_spider_44 21218_spider_1 26399_spider_30 2832_spider_3 31608_spider_31 589_spider_24 1128_spider_16 14589_spider_13 17459_spider_30 21448_spider_30 2832_spider_30 32432_spider_30 32432
```

Cd Castle/main_tower/first_floor per dirigermi al primo piano

Ls -l per vedere cosa c'è nella cartella in più i permessi la data di creazione ed cosa sono.

cp (oggetto) (directory) per copiare in un determinato posto.

Copio il più antico nella cartella Chest.

```
[mission 12] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/
[mission 12] $ cd Castle/
~/Castle
[mission 12] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/
[mission 12] $ cd Main_tower/
~/Castle/Main_tower
[mission 12] $ ls
First_floor/
~/Castle/Main_tower
[mission 12] $ cd First_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_atefDEFW painting_nWLHxlEB painting_uAssZhGj Second_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ ls l
ls: cannot access 'l': No such file or directory
~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1503 May 12 2013 painting_atefDEFW
-rw-r--r-- 1 kali kali 1054 Apr 23 2002 painting_nWLHxlEB
-rw-r--r-- 1 kali kali 1455 Dec 26 1985 painting_uAssZhGj
drwxr-xr-x 3 kali kali 4096 May 19 03:01 Second_floor/
~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_uAssZhGj ~/Forest/Hut/Chest/
~/Castle/Main_tower/First_floor
[mission 12] $ gsh check
```

Per modificare file journal.txt per fare questo alias nome = ' nano percorso '

```
To edit the journal file with 'nano' from, for example, the cellar or the throne room, you need to give the full path to the file: "-/Forest/.../journal.txt".

To avoid typing this long command each time, you can create an alias just like

alias la='ls -a'

Useful commands

nano FILE

tdit the file from the shell.

If the file does not exist, it will stand for a command.

Create a synonym for a string, that will stand for a command.

If (and only if) you know what you're doing, you can use the "EDITOR" variable to define your favorite editor and use it in the alias.

mission 16] $ ^C

mission 16] $ alias journal='nano -/Forest/Hut/Chest/journal.txt'
```

Liv 17

Devo entrare nella cartella nascosta ed eliminare i file nascosti in 20 sceondi ma non riesco

I comandi sono cd .Ltab per entrare Is -IA vedo i file rm inizale tab spazio iniziale tab invio

cd.. rientro nella cartella precedente rm -r riumovo la dairectory .:tab ed gsh check per confermare pultroppo il tempo non è sufficiente per me

```
-/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ nqujoPMMlZdYKwpc igBrNFDQZezqYLon/
-/Castle/Cellar/.Lair_of_the_spider_queen nqujoPMMlZdYKwpc igBrNFDQZezqYLon
[mission 17] $ ls .lA
ls: cannot access '.lA': No such file or directory
-/Castle/Cellar/.Lair_of_the_spider_queen nqujoPMMlZdYKwpc igBrNFDQZezqYLon
[mission 17] $ ls -lA
total 8
-rw-r--r-- 1 kali kali 130 May 19 10:06 AYllEMXBnbmzENmk_baby_bat_eqPQYlFPaJJDXuKq
-rw-r--r-- 1 kali kali 384 May 19 10:06 wtmgMXjNgeJpiWhZ_spider_queen_XipAZXnMAwzhhrxu
-/Castle/Cellar/.Lair_of_the_spider_queen nqujoPMMlZdYKwpc igBrNFDQZezqYLon
[mission 17] $ rm AYllEMXBnbmzENmk_baby_bat_eqPQYlFPaJJDXuKq
-/Castle/Cellar/.Lair_of_the_spider_queen nqujoPMMlZdYKwpc igBrNFDQZezqYLon
[mission 17] $ rm wtmgMXjNgeJpiWhZ_spider_queen_XipAZXnMAwzhhrxu
-/Castle/Cellar/.Lair_of_the_spider_queen nqujoPMMlZdYKwpc igBrNFDQZezqYLon
[mission 17] $ cd ..
-/Castle/Cellar
[mission 17] $ rm -r .Lair_of_the_spider_queen\ nqujoPMMlZdYKwpc igBrNFDQZezqYLon/
-/Castle/Cellar
[mission 17] $ gsh check
You are not in the queen spider lair!
Sorry, mission 17 hasn't been completed.
```