

S3L2

Struttura del gioco: Il gioco è strutturato in più livelli, l'avanzamento di livello richiede il completamento di particolari missioni. Per ogni livello si può controllare la missione ed il suo stato con i comandi:

(Completare 10 livelli)

Comandi di Navigazione e Gestione File:

- ls: Mostra i file e le directory nella directory corrente.
- ls -a: Elenca tutti i file, inclusi quelli nascosti (che iniziano con un punto).
- cd -: Torna alla directory precedente.
- cd ..: Vai alla directory superiore (una directory indietro).
- cd (Location) Spostati nella directory indicata
- cd /: Vai alla directory radice.
- mkdir: Crea una nuova directory.
- rm: Rimuove (cancella) file o directory.
- mv file1 file2: Sposta o rinomina file1 come file2.
- ~ : Rappresenta la directory iniziale (home).
- pwd: Mostra il percorso corrente.
- Tab: Autocompleta comandi e nomi di file.
- Tab-Tab: Mostra tutte le possibili opzioni per l'autocompletamento.

Wildcards (caratteri jolly):

- *: Sostituisce una qualsiasi sequenza di caratteri (incluso vuoto).
 - Esempio: file* trova file1, file2.
- ?: Sostituisce un solo carattere.
 - Esempio: file? trova file1, file2 (ma non file10).
- . (punto): Nei nomi dei file, indica che il file è nascosto. Esempio: *.spider* trova i file nascosti con "spider" nel nome altrimenti non sarebbero individuabili

Comandi GameShell:

- gsh goal: Mostra l'obiettivo della missione.
- gsh check: Verifica se l'obiettivo della missione è stato raggiunto.
- gsh reset: Riavvia la missione.
- gsh help: Mostra aiuto per i comandi di gsh.
- gsh exit: Esci dal gioco.
- Control-d: Termina l'esecuzione del terminale o di un programma.

Comandi cp:

- cp : Copia un file in una directory.

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.

```
[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
Castle Forest Garden Mountain Stall
```

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ cd castle
bash: cd: castle: No such file or directory
```

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

```
[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] $ list
Command 'list' not found, did you mean:
  command 'mlist' from deb mblaze
  command 'dist' from deb nmh
  command 'flist' from deb nmh
  command 'last' from deb wtmpdb
  command 'lift' from deb lift
  command 'gist' from deb yorick
  command 'hist' from deb loki
Try: sudo apt install <deb name>
```

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

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

Congratulations, mission 2 has been successfully completed!

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

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.

```
~/Forest
[mission 4] $ cd

~
[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] $ gsh check
```

Congratulations, mission 4 has been successfully completed!

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

```
~/Forest/Hut
[mission 5] $ █
```

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 |

[mission 8] \$ cd Castle/Cellar

~/Castle/Cellar

[mission 8] \$ ls

| | | | | | | | | | | | | | |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|----------------|----------------|
| 10505_spider_38 | 11858_spider_37 | 13312_bat_2 | 16442_spider_20 | 18527_spider_3 | 20933_spider_35 | 22576_bat_4 | 26555_spider_1 | 28616_spider_16 | 30803_spider_12 | 31974_spider_15 | 32702_spider_18 | 4568_spider_32 | 9487_spider_43 |
| 10892_spider_9 | 12768_spider_22 | 14675_spider_34 | 16790_spider_11 | 18604_spider_6 | 21673_spider_48 | 24253_bat_5 | 27057_spider_30 | 29253_spider_17 | 31382_spider_13 | 32167_spider_41 | 3536_spider_24 | 674_spider_19 | 9667_spider_7 |
| 11181_bat_3 | 12848_spider_46 | 15891_spider_36 | 17130_spider_21 | 19032_spider_14 | 21963_spider_5 | 24931_spider_49 | 28253_spider_4 | 2940_spider_2 | 31760_spider_31 | 32419_spider_39 | 3622_spider_44 | 7932_spider_47 | 9719_spider_26 |
| 11418_spider_29 | 13006_spider_27 | 16045_spider_40 | 17823_spider_45 | 19582_spider_42 | 22156_spider_33 | 25295_spider_50 | 28331_spider_28 | 30699_spider_25 | 31848_spider_8 | 32671_spider_10 | 3973_spider_23 | 8871_bat_1 | |

~/Castle/Cellar

[mission 8] \$ rm *spider*

~/Castle/Cellar gameshell

[mission 8] \$ ls

11181_bat_3 13312_bat_2 22576_bat_4 24253_bat_5 8871_bat_1

~/Castle/Cellar

[mission 8] \$ gsh check

Congratulations, mission 8 has been successfully completed!

```
^
(0)=>.....= (0)
V
( )
( ) Mission goal
( )
( ) You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest.
( )
( ) Useful commands
( )
( ) cp FILE DIRNAME
( ) Copy the file to the directory.
( ) Remark: ``cp`` is an abbreviation of "copy".
( )
^
(0)=>.....= (0)
V
```

```
~
[mission 10] $ cd Castle/Great_hall
```

```
~/Castle/Great_hall
[mission 10] $ ls
14046_suit_of_armour 48987_stag_head 9997_decorative_shield standard_1 standard_2 standard_3 standard_4
```

```
~/Castle/Great_hall
[mission 10] $ cp standard_* ~/Forest/Hut/Chest
```

```
~/Castle/Great_hall
[mission 10] $ cd
```

```
~
[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!
```