Directory Treasure Hunt

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BBIO393

Begin by navigating to the appropriate starting directory using the cd command.

Microsoft Windows [Version 10.0.16299.125]

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C:\WINDOWS\system32>cd..

C:\Windows>cd..

C:\>cd Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here

Take a look in the current directory using dir.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here

09/15/2016 12:41 PM <DIR> .

09/15/2016 12:41 PM <DIR> ..

09/15/2016 12:41 PM <DIR> the\_village

0 File(s) 0 bytes

3 Dir(s) 119,477,776,384 bytes free

Navigate to the\_village and take a look inside.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here>cd the\_village

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village

09/15/2016 12:41 PM <DIR> .

09/15/2016 12:41 PM <DIR> ..

01/05/2017 10:21 AM <DIR> home\_sweet\_home

09/15/2016 12:25 PM <DIR> the\_path\_to\_the\_mansion

09/15/2016 12:51 PM <DIR> the\_zoo

0 File(s) 0 bytes

5 Dir(s) 119,477,882,880 bytes free

Let’s take a look in home\_sweet\_home

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village>cd home\_sweet\_home

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home>dir

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Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

01/05/2017 10:21 AM <DIR> .

01/05/2017 10:21 AM <DIR> ..

09/15/2016 12:44 PM 793 a\_warm\_hearth.txt

09/15/2016 12:49 PM 437 little\_brothers\_note.txt

2 File(s) 1,230 bytes

2 Dir(s) 119,477,882,880 bytes free

Let’s use the more command to view a\_warm\_hearth.txt

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home>more a\_warm\_hearth.txt

A warm hearth

=============

Your home looks just the way you like it. Good food is cooking, filling the house with warmth while a cold wind beats against the windows.

On the table, your cookbook still lies open next to a stack of unpaid bills. But since little brother went missing the warmth feels hollow.

Just a few hours ago, the biggest thing you were worried about was scraping together some cash and finding some chicken broth, mushrooms, and rice to finish off your soup.

You grit your teeth and set out determined to find little brother.

Goal

====

Move little\_brother.txt to this directory

Bonus

=====

Also, if you happen to come across stuff for your soup, that wouldn't be a bad thing to bring home.

While we're at it, a big pile of golden treasure wouldn't be terrible either.

Let’s do the same for little\_brothers\_note.txt

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home>more little\_brothers\_note.txt

Heya! I'm supposed to say where I'm going because I guess you all think I'm a big baby or something.

Anyway, I'm gonna take my bike and go explore that old spooky mansion on the edge of town.

Everyone always says its haunted, but I'm not afraid!

~Little Brother

p.s. No, I'm not bringing my raincoat.

p.p.s.s. And where are my socks?? I'm going out all mistmatched cuz I can't find a pair. If you're hiding them it's not funny.

Now that we’ve got an objective, let’s visit the zoo

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village>cd the\_zoo

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo>dir

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Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo

09/15/2016 12:51 PM <DIR> .

09/15/2016 12:51 PM <DIR> ..

09/15/2016 12:51 PM 1,240 the\_crying\_zookeeper.txt

1 File(s) 1,240 bytes

2 Dir(s) 119,478,095,872 bytes free

Reading the\_crying\_zookeeper.txt

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo>more the\_crying\_zookeeper.txt

The Crying Zookeeper

====================

The zookeepers mustache shakes as he sobs, and tears wet his cheeks.

"They're gone- all gone!", he says. "The storm last night destroyed our cages, and all my magical animals - the unicorn,\

the faerie dragon, the adorable fur-thing - they're all out there hungry and afraid."

"Even the dangerous ones got out. I hate to think what the scary dragon and, worse, the horrible xkjhadslKLEHOWHGHkjdhfaoewhbajHHHakejbfeugiabguaeroth might be doing out there."

"Can you help me? I think I saw all their footprints heading up the path to the old manison - like it was calling to them.

If you can bring them back I'd be most grateful"

Goal

====

Move .txt files representing neat animals and monsters to the the\_zoo folder.

You can use the mv command to do this. The way this works is mv start\_location end\_location.

Note that if end\_location is a file, you will rename the file instead of moving it to a new location

Examples:

=========

#Move the\_unicorn up one directory

mv the\_unicorn.txt ../

#Move the unicorn to a subdirectory of the current directory

mv the\_unicorn.txt ./the\_zoo/

#rename the\_scary\_dragon.txt to the\_harmless\_frog.txt

mv the\_scary\_dragon.txt the\_harmless\_frog.txt

Now that we’ve covered our bases, let’s finally make our way to the mansion.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village>cd the\_path\_to\_the\_mansion

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion>dir

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Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion

09/15/2016 12:25 PM <DIR> .

09/15/2016 12:25 PM <DIR> ..

09/15/2016 12:25 PM 602 a\_dreary\_forest.txt

09/15/2016 11:01 AM <DIR> the\_glen

09/15/2016 12:28 PM <DIR> the\_main\_gate

09/15/2016 12:12 PM <DIR> the\_mire\_of\_filename\_madness

1 File(s) 602 bytes

5 Dir(s) 119,477,764,096 bytes free

Let’s find out what’s inside the forest!

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion>more a\_dreary\_forest.txt

Gnarled oaks line the path to a decrepit old mansion. Some of their branches were broken in last night's storm, and one still dangles tenuosly above the path. A chill wind rustles their twisted branches as you approach.

Water pools on the ground. Between the puddles, you can see the footprints of many animals. Hoofprints that glitter in rainbow colors head off towards the glen. A crazy tangle of small and large footprints head towards the main gate of the mansion.

In amongst them you make out the tire tracks of a bike. Your brother must have wandered this way and gotten caught in the storm.

Moving down the list of directories, we make our way to the\_glen

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen>dir

Volume in drive C has no label.

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Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen

09/15/2016 11:01 AM <DIR> .

09/15/2016 11:01 AM <DIR> ..

09/15/2016 11:01 AM 250 .tasty\_mushrooms.txt

09/15/2016 10:50 AM 154 the\_unicorn.txt

2 File(s) 404 bytes

2 Dir(s) 119,355,092,992 bytes free

We’ve found a hidden text file containing mushrooms for our soup, as well as a unicorn. Let’s take a look inside and move them to the appropriate location using the move command.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen>more .tasty\_mushrooms.txt

Tasty Mushrooms

===============

Growing at the base of a tree-trunk, you notice a cluster of tasty mushrooms. Perhaps you could bring them back home to eat latter.

GOAL

====

Use mv to move this text file to the folder for your home in the village.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen>move .tasty\_mushrooms.txt C:\Users \Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory \_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen>more the\_unicorn.txt

The Unicorn

===========

A faintly glimmering unicorn regards you with dark, gentle eyes. Wherever it steps it leaves behind a trail of rainbow glitter.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen>move the\_unicorn.txt C:\Users\Ripti\ Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory \_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo

1 file(s) moved.

Now that we’ve taken a look in the\_glen, let’s visit the\_mire\_of\_filename\_madness

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_glen>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion>cd the\_mire\_of\_filename\_madness

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_mire\_of\_filename\_madness>dir

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Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_mire\_of\_filename\_madness

09/15/2016 12:12 PM <DIR> .

09/15/2016 12:12 PM <DIR> ..

09/15/2016 12:11 PM 198 .excaliber.txt

09/15/2016 12:12 PM 507 the\_horrible\_xkjhadslKLEHOWHGHkjdhfaoewhbajHHHakejbfeugiabguaeroth.txt

2 File(s) 705 bytes

2 Dir(s) 119,360,167,936 bytes free

Let’s grab the sword and move the unintelligible monster to the zoo.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_mire\_of\_filename\_madness>more .excaliber.txt

Excaliber

=========

There, lying in the mire's mud you see it. A great gleaming sword. Excaliber.

Quite a conversation piece, you figure. Or if nothing else, it would make little brother's day.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\ activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_mire\_of\_filename\_madness>move .excaliber.txt C:\Users\ Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory \_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\ activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_mire\_of\_filename\_madness>move the\_horrible\_xkjhadslKLEHOWHGHkjdhfaoewhbajHHHakejbfeugiabguaeroth.txt C:\Users\ Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory \_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo

1 file(s) moved.

Let’s make our way to the main gate of the mansion.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion>cd the\_main\_gate

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate>dir

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Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate

09/15/2016 12:28 PM <DIR> .

09/15/2016 12:28 PM <DIR> ..

09/15/2016 12:28 PM 178 little\_brothers\_bike.txt

09/15/2016 12:25 PM 533 the\_courtyard.txt

09/15/2016 11:24 AM <DIR> the\_entryway

2 File(s) 711 bytes

3 Dir(s) 119,359,180,800 bytes free

It looks like our little brother left his bike in the rain. Let’s send that home.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate>more little\_brothers\_bike.txt

Little Brothers Bike

====================

Little brother's bike is lying on the ground next to the entryway, sopping wet. He must have ditched it here when he went exploring.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate>move little\_brothers\_bike.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

Reading the second text file in the directory.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate>more the\_courtyard.txt

The Courtyard

=============

A broken-down carriage slumps in the middle of the courtyard. Ahead of you, the gate to the mansion stands slightly ajar.

The sun peeks tentatively from behind gray clouds, illuminating the mansions highest tower. Looking up, you notice a light flickering up there.

Three short flashes, three long, then three short again. It's a pattern - like the Morse code your brother was so obsessed with learning last week. S.O.S. A cry for help. He must be sending a signal with a bit of glass or metal.

Making our way through the entryway.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate>cd the\_entryway\

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway

09/15/2016 11:24 AM <DIR> .

09/15/2016 11:24 AM <DIR> ..

09/15/2016 11:05 AM <DIR> .hidden\_passageway

09/15/2016 11:24 AM 371 the\_entryway.txt

09/15/2016 12:29 PM <DIR> the\_haunted\_parlor

09/15/2016 11:25 AM <DIR> the\_tower

1 File(s) 371 bytes

5 Dir(s) 119,359,299,584 bytes free

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway>more the\_entryway.txt

The Entryway

============

Unlit lanterns line the walls of the entryway. A stairway to the tower is straight ahead of you. To your left is a closed door marked 'The aParlor'. The carpet is coated with layer upon layer of dust.

Curiously, the dust next to a very small section of wall to your right looks like it has been recently disturbed. Perhaps a hidden passage?

Navigating to the hidden passage (hidden folder).

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway>cd .hidden\_passageway

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\.hidden\_passageway>dir

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Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\.hidden\_passageway

09/15/2016 11:05 AM <DIR> .

09/15/2016 11:05 AM <DIR> ..

09/15/2016 11:05 AM 163 all\_your\_missing\_socks.txt

09/15/2016 11:04 AM 144 sock\_gnome.txt

2 File(s) 307 bytes

2 Dir(s) 119,359,381,504 bytes free

There’s the socks! Let’s send those home.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\.hidden\_passageway>move all\_your\_missing\_socks.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_ treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

Making our way to the haunted parlor.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\.hidden\_passageway>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway>cd the\_haunted\_parlor

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor

09/15/2016 12:29 PM <DIR> .

09/15/2016 12:29 PM <DIR> ..

09/15/2016 12:29 PM 188 .dancing\_ghosts.txt

09/15/2016 11:19 AM 365 a\_strange\_shimmer.txt

09/15/2016 11:11 AM <DIR> the\_pantry

2 File(s) 553 bytes

3 Dir(s) 119,347,802,112 bytes free

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor>more .dancing\_ghosts.txt

The Dancing Ghosts

==================

They shake, they groove. They're not so much with the bumping since they pass through each other and all, but The ghosts still know how to get down.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor>more a\_strange\_shimmer.txt

The Haunted Parlor

==================

You look on the ruined remains of the manisons parlor. Vermin have burrowed into the old plush chairs, and the huge mirror behind the bar lies in shattered pieces on the floor.

As you survey the scene, you keep feeling like you are seeing things at the edge of your vision- like something is hidden here just out of sight.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor>cd the\_pantry

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry

09/15/2016 11:11 AM <DIR> .

09/15/2016 11:11 AM <DIR> ..

09/15/2016 11:12 AM <DIR> .hidden\_drawer

09/15/2016 11:08 AM 238 adorable\_fur\_thing.txt

09/15/2016 11:10 AM 149 bag\_of\_rice.txt

2 File(s) 387 bytes

3 Dir(s) 119,347,798,016 bytes free

Let’s send that rice home for our soup and send that adorable thing to the zoo.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry>move bag\_of\_rice.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory \_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry>move adorable\_fur\_thing.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_ treasure\_hunt\start\_here\the\_village\the\_zoo

1 file(s) moved.

Navigating to the hidden drawer reveals a delicious bottle of scotch. Let’s send that home too.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry>cd .hidden\_drawer

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_ directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry>move 600\_year\_old\_scotch.txt.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory \_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

Let’s go back to the tower.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor\the\_pantry>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_haunted\_parlor>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway>cd the\_tower

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower

09/15/2016 11:25 AM <DIR> .

09/15/2016 11:25 AM <DIR> ..

09/15/2016 11:46 AM <DIR> the\_laboratory

09/15/2016 11:48 AM <DIR> the\_master\_bedroom

0 File(s) 0 bytes

4 Dir(s) 119,326,343,168 bytes free

Navigating to the laboratory.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower>cd the\_laboratory

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory

09/15/2016 11:46 AM <DIR> .

09/15/2016 11:46 AM <DIR> ..

09/15/2016 11:32 AM 179 faerie\_dragon.txt

09/15/2016 11:46 AM <DIR> fridge

09/15/2016 11:48 AM <DIR> minus\_80\_freezer

09/15/2016 11:26 AM 99 multichannel\_pipette.txt

2 File(s) 278 bytes

4 Dir(s) 119,326,339,072 bytes free

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory>more faerie\_dragon.txt

The Faerie Dragon

=================

A warm bath is plugged into the wall. In it lounges a brightly colored faerie dragon. It makes happy sounds while it rolls in the warm water.

Let’s send that dragon to the zoo and pipette home (those things are nice!).

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory>move faerie\_dragon.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_zoo

1 file(s) moved.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory>move multichannel\_pipette.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_ treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

Let’s take a look in the fridge and freezer. Let’s move that soup broth into our home.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory>cd fridge

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory\fridge>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory\fridge

09/15/2016 11:46 AM <DIR> .

09/15/2016 11:46 AM <DIR> ..

09/15/2016 11:46 AM 269 soup\_broth.txt

1 File(s) 269 bytes

2 Dir(s) 119,326,117,888 bytes free

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory\fridge>move soup\_broth.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_ treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory\fridge> cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory> cd minus\_80\_freezer

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory/cd minus\_80\_freezer> dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory\minus\_80\_freezer

09/15/2016 11:46 AM <DIR> .

09/15/2016 11:46 AM <DIR> ..

09/15/2016 11:46 AM 170 old\_samples.txt

1 File(s) 170 bytes

2 Dir(s) 119,326,117,888 bytes free

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory/cd minus\_80\_freezer> more old\_samples.txt

Old Samples

===========

An avalanche of old samples spills out of the freezer onto the floor. Some are unmarked, others seem to have been labeled with cryptic

marking.

Let’s make our way to the master bedroom.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_laboratory>cd..

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower>cd the\_master\_bedroom

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom

09/15/2016 11:48 AM <DIR> .

09/15/2016 11:48 AM <DIR> ..

09/15/2016 11:48 AM <DIR> .behind\_the\_curtains

09/15/2016 11:34 AM 177 golden\_treasure.txt

09/15/2016 11:35 AM 90 scary\_dragon.txt

09/15/2016 11:40 AM 540 the\_bedroom.txt

3 File(s) 807 bytes

3 Dir(s) 119,326,425,088 bytes free

Let’s view those text files.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>more golden\_treasure.txt

Golden Treasure

===============

A great gleaming pile of gold - some ancient curses and other restrictions may apply. Also, the dragon might not be very happy if you take it.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>more scary\_dragon.txt

Scary Dragon

============

A huge, musclebound beast, idly flipping through its treasure.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>more the\_bedroom.txt

The Master Bedroom

==================

The Dragon has commandeered the master bedroom for his lair. All the windows are shut with heavy curtains, so the little flames from it's nostrils are the only thing casting light on the glittering treasure on the floor.

Curiously, the is a bit of a bulge in one of the curtains. It's hard to make out, but it looks like the outline of a child. You look down and see sneakers sticking out from underneath. Yup, that's your brother back there.

HINT:

=====

You can see hidden folders using:

ls -a

Let’s send that dragon to the zoo so we can take the gold!

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>move scary\_dragon.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_ treasure\_hunt\start\_here\the\_village\the\_zoo

1 file(s) moved.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>move treasure.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

1 file(s) moved.

Now let’s save our little brother.

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom>cd .behind\_the\_curtains

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom\behind\_the\_curtains> dir

Volume in drive C has no label.

Volume Serial Number is 0EAE-D366

Directory of C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom\behind\_the\_curtains

09/15/2016 11:48 AM <DIR> .

09/15/2016 11:48 AM <DIR> ..

09/15/2016 11:34 AM 193 little\_brother.txt

1 File(s) 193 bytes

2 Dir(s) 119,326,425,088 bytes free

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom\behind\_the\_curtains> more little\_brother.txt

Little Brother

==============

"Whoa! What an adventure," he says. "You know, you didn't need to come get me. I was fine. Totally had it under control. Hey can you make mushroom soup tonight?"

C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\the\_path\_to\_the\_mansion\the\_main\_gate\the\_entryway\the\_tower\the\_master\_bedroom\behind\_the\_curtains> move little\_brother.txt C:\Users\Ripti\Dropbox\Peoples\CSS143\BBIO-393-Computational-Biology\Week1\activity\_directory\_treasure\_hunt\activity\_2\_directory\_treasure\_hunt\start\_here\the\_village\home\_sweet\_home

Now let’s take a look at our home and zoo directories from the file explorer.



