

Kali connessa ad Internet ed eseguito update

```
File Actions Edit View Help
(kali㉿kali)-[~]
$ sudo apt-get update
[sudo] password for kali:
Hit:1 http://mirror.karneval.cz/pub/linux/kali kali-rolling InRelease
Reading package lists... Done

(kali㉿kali)-[~]
$
```

Missione 1

```
[mission 1] $ cd Castle
bash: cd: Castle: No such file or directory
[mission 1] $ cd castle
bash: cd: castle: No such file or directory
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 1] $ cd Main_tower
[mission 1] $ ls
First_floor
[mission 1] $ cd Second_floor
bash: cd: Second_floor: No such file or directory
[mission 1] $ cd First_floor
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ ls
[mission 1] $ gsh check

Congratulations, mission 1 has been successfully completed!

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

Missione 2

```
||
|| 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.
||
||
|| /&\ \_
|| ( \_ \_
|| \_ \_

[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd/home
bash: cd/home: No such file or directory
[mission 2] $ cd
[mission 2] $ ls
Castle Forest Garden Mountain Stall
[mission 2] $ cd Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ ls
barrel_of_apples
[mission 2] $ gsh check

Congratulations, mission 2 has been successfully completed!
```

Missione 3

[illegible]

Congratulations, mission 3 has been successfully completed!

Missione 4

```
~/Castle
[mission 4] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

~/Castle
[mission 4] $ cd ..

~
[mission 4] $
Display all 4042 possibilities? (y or n)

~
[mission 4] $ cd
.bashrc  .lessht  Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 4] $ cd
.bashrc  .lessht  Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 4] $ mkdir Forest/Hut

~
[mission 4] $ mkdir Forest/Hut/Chest

~
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!

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

Missione 5

```
[mission 5] $ ls
Castle Forest Garden Mountain Stall

[mission 5] $ cd Castle

~/Castle
[mission 5] $ find spiders
find: 'spiders': No such file or directory

~/Castle
[mission 5] $ rm *spide*
rm: cannot remove '*spide*': No such file or directory

~/Castle
[mission 5] $ rm *spider*
rm: cannot remove '*spider*': No such file or directory

~/Castle
[mission 5] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/Castle
[mission 5] $ cd Cellar

~/Castle/Cellar
[mission 5] $ rm spide
rm: cannot remove 'spide': No such file or directory

~/Castle/Cellar
[mission 5] $ rm *spide*

~/Castle/Cellar
[mission 5] $ gsh check

Congratulations, mission 5 has been successfully completed!
```

Missione 6

```

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] $ ls
Flower_garden Maze Shed coin_1 coin_2 coin_3

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3
mv: target 'coin_3': Not a directory

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/
.bashrc .lessht Castle/ Forest/ Garden/ Mountain/ Stall/

~/Garden
[mission 6] $ mv -v coin_1 coin_2 coin_3 ~/Forest/Hut/Chest/
renamed 'coin_1' → '/home/kali/gameshell/World/Forest/Hut/Chest/coin_1'
renamed 'coin_2' → '/home/kali/gameshell/World/Forest/Hut/Chest/coin_2'
renamed 'coin_3' → '/home/kali/gameshell/World/Forest/Hut/Chest/coin_3'

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!
```

Missione 7

```
Collect all the coins hidden in the garden in front of the castle, and put them in the chest.

Secondary objective
Learn how to use the "Tab" key to go faster.

Useful commands
ls -A
List all the files of the current directory, including hidden files. (A file is "hidden" if its name starts with a dot)

Tab
The tabulation key "completes" the name of a file or directory once you have typed the first few letters,
if there is only one possible completion.

Tab-Tab
Pressing tabulation twice successively shows a list of possible completions.

~/Garden
[mission 7] $ ls -A
.17013_coin_1 .26390_coin_3 .45140_coin_2 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .
./ .. / .17013_coin_1 .26390_coin_3 .45140_coin_2

~/Garden
[mission 7] $ mv .17013_coin_1 .26390_coin_3 .45140_coin_2 ~/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. |
--+-----+--
| |
```

Missione 8

```
[mission 8] $ cd
cd File System      cd-create-profile  cd-fix-profile      cd-iccdump          cd-it8

~/Castle
[mission 8] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ *
10501_spider_36: command not found

~/Castle/Cellar
[mission 8] $ fs -A
Command 'fs' not found, but can be installed with:
sudo apt install openafs-client
Do you want to install it? (N/y)N

~/Castle/Cellar
[mission 8] $ ls -A
10501_spider_36  13784_spider_42  16163_spider_24  17952_spider_14  2124_spider_9  23665_spider_4
12027_spider_17  14279_spider_39  16792_spider_13  18864_spider_43  212_spider_40  24818_bat_1
12096_spider_12  15325_spider_16  17694_spider_19  19807_bat_3     21495_spider_6  25017_spider_37
12832_spider_31  15959_spider_28  17921_spider_38  20525_spider_44  22513_spider_27  25892_spider_33

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

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

Congratulations, mission 8 has been successfully completed!
```


Missione 9

```
[mission 9] $ ls -A
.10612_spider_45 .12216_spider_40 .14283_spider_3 .16924_spider_5 .1890_spider_27 .21159_spider_9 .25212_spider_6 .26586_spider_30 .30201_spider_
.10709_spider_15 .12302_spider_24 .15123_spider_42 .17131_spider_12 .19529_spider_17 .22095_spider_26 .25227_spider_35 .29168_spider_38 .30871_spider_
.11073_bat_1 .12538_spider_18 .15782_bat_4 .17819_spider_1 .19531_spider_23 .22285_bat_5 .25347_spider_33 .29244_spider_49 .31021_spider_
.11546_spider_44 .13263_spider_7 .16374_spider_41 .18320_spider_25 .20072_spider_10 .23229_spider_8 .2597_spider_22 .30100_spider_4 .31585_spider_
.11932_spider_21 .13525_spider_32 .16597_bat_2 .18667_spider_11 .20664_spider_34 .24454_spider_50 .26087_spider_31 .30159_spider_2 .32163_spider_

~/Castle/Cellar
[mission 9] $ rm *.spider*
rm: cannot remove '*.spider*': No such file or directory

~/Castle/Cellar
[mission 9] $ rm *.spider*

~/Castle/Cellar
[mission 9] $ ls -A
.11073_bat_1 .15782_bat_4 .16597_bat_2 .22285_bat_5 .5840_bat_3 19807_bat_3 24818_bat_1 32064_bat_5 5151_bat_4 9161_bat_2 barrel_of_apples

~/Castle/Cellar
[mission 9] $ gsh check

Congratulations, mission 9 has been successfully completed!

Congratulations !
From now on, the ``ls`` command will automatically show a "/" character at the end of directories.
```

Missione 10

```
~/Castle/Cellar
[mission 10] $ cd
cd cd-create-profile cd-fix-profile cd-iccdump cd-it8

~/Castle/Cellar
[mission 10] $ cd -
/home/kali/gameshell/World/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 -A
19382_decorative_shield 20365_suit_of_armour 56956_stag_head standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ cp -v standard_* ~/
.bashrc .lessshst Castle/ Forest/ Garden/ Mountain/ Stall/

~/Castle/Great_hall
[mission 10] $ cp -v standard_* ~/Forest/Hut/Chest/
'standard_1' → '/home/kali/gameshell/World/Forest/Hut/Chest/standard_1'
'standard_2' → '/home/kali/gameshell/World/Forest/Hut/Chest/standard_2'
'standard_3' → '/home/kali/gameshell/World/Forest/Hut/Chest/standard_3'
'standard_4' → '/home/kali/gameshell/World/Forest/Hut/Chest/standard_4'

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

Congratulations, mission 10 has been successfully completed!
```