

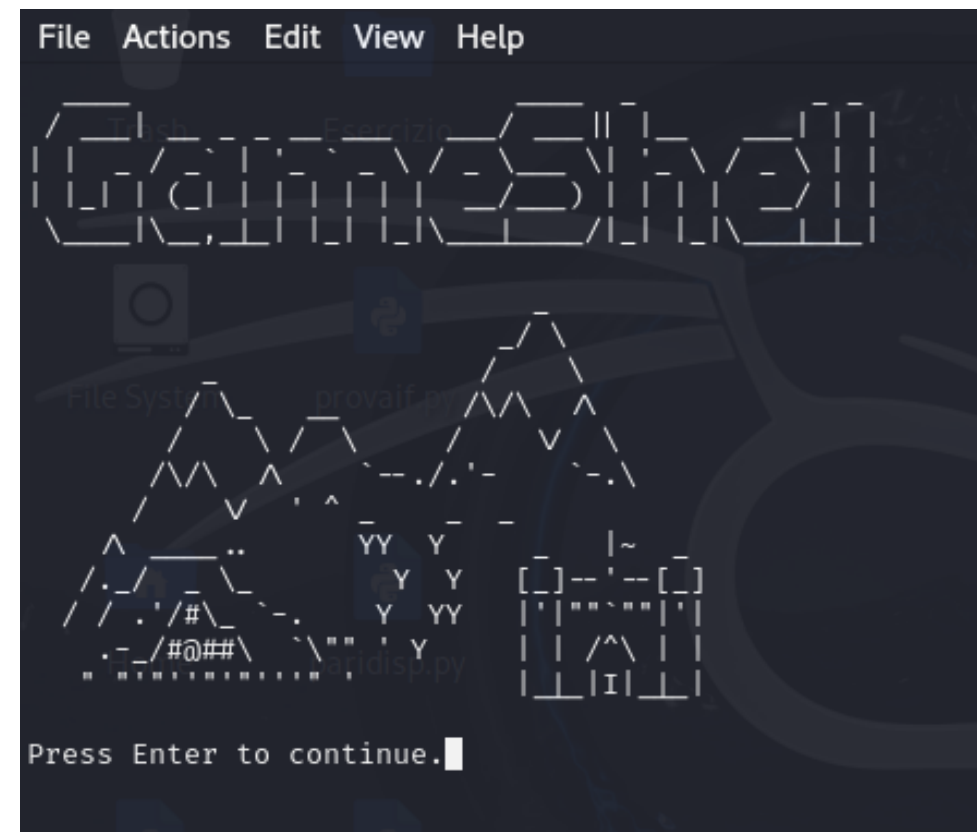
Progetto S3/L2

L'esercizio di oggi richiede l'installazione e l'esecuzione di un programma a CLI per prendere dimestichezza con i principali comandi della Shell Linux. Nel particolare, si tratta di un gioco a livelli in cui bisogna completare delle quest e, man mano che si avanza, si imparano nuovi comandi, oltre ad un aumento graduale della difficoltà.

Per installarlo bisogna eseguire questi 3 comandi, dopodiché il gioco partirà:

- `sudo apt install gettext man-db procs psmisc nano tree bsdmainutils x11-apps wget`
- `wget https://github.com/phyver/GameShell/releases/download/latest/gameshell.sh`
- `# bash gameshell.sh`

Ecco come si presenterà:



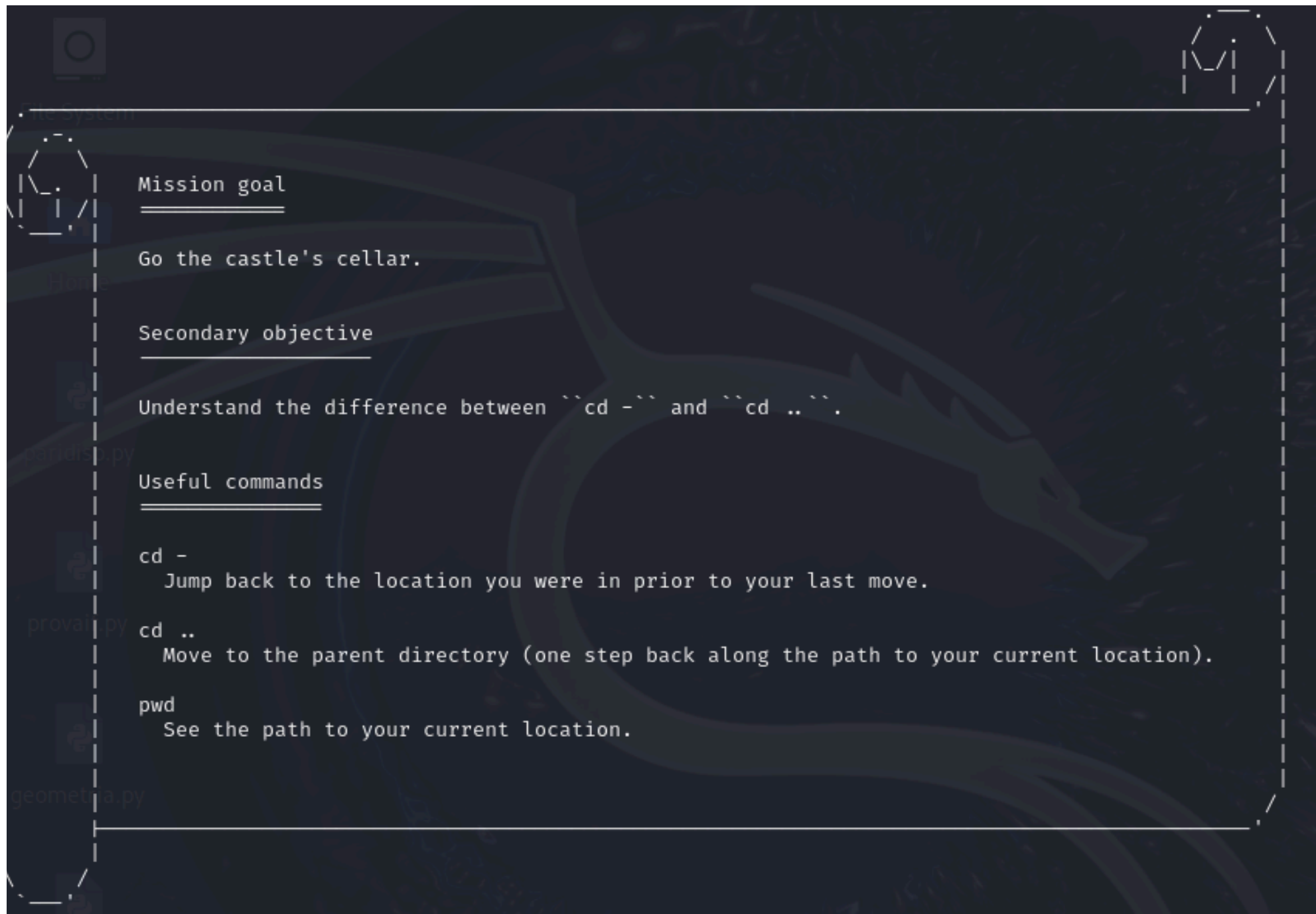
1° Livello

Il primo livello richiedeva il raggiungimento di un determinato file chiamato **“Top_of_the_tower”**. Dunque, con un sapiente uso dei comandi **pwd**, **cd**, ed **ls** trovarlo è stato facile.

```
[mission 1] $ gsh goal
File System
(0)=====
^
|
| Mission goal
|=====
|
| Go to the top of the main tower of the castle.
|
| Useful commands
|=====
| cd LOCATION
|   Move to the given location.
|   Remark: ``cd`` is an abbreviation for "change directory".
|
| pwd
|   Show the path to your current location.
|   Remark: ``pwd`` is an abbreviation for "print working directory".
|
| ls
|   Show a list of locations that are currently accessible.
|   Remark: ``ls`` is an abbreviation of "list".
|
| gsh check
|   Check if the mission objective has been achieved.
|
| gsh reset
|   Restart the mission from the beginning.
|
| Remarks
|=====
|
| UPPERCASE words appearing in commands are meta-variables: you need to replace them by
| appropriate (string) values.
|
| Most filesystems treat uppercase and lowercase characters differently. Make sure you
| use the correct path.
|
|=====
(0)=====
^
|
[use 'gsh help' to get a list of available commands]
[mission 1] $ pwd
/home/kali/gameshell/World
File System
[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Castle
[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Main_tower
[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
First_floor
[use 'gsh help' to get a list of available commands]
[mission 1] $ cd First_floor
[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!
[mission 1] $
```

2° Livello



Il secondo livello richiedeva l'utilizzo dei comandi **cd ..** e **cd-**, in modo da andare a ritroso nelle cartelle e raggiungere la cartella **"Cellar"**

```
[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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor

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

[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
Second_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor

[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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower

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

[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] $ pwd
/home/kali/gameshell/World/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] $ 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!
```


3° Livello

Il terzo livello richiedeva semplicemente di ritornare alla cartella principale e successivamente di raggiungere la cartella **“Throne_room”** utilizzando semplicemente due comandi

```
[use 'gsh help' to get a list of available commands]
[mission 3] $ cd

[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Castle/Main_building/Throne_room

[use 'gsh help' to get a list of available commands]
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!
```

Well done!!!

From now on, the current location will be shown just before the command prompt.

4° Livello

Il 4° livello aveva una richiesta molto semplice e bisognava semplicemente creare una cartella chiamata **“Chest”** dentro una cartella chiamata **“Hut”**, a sua volta dentro la cartella **“Forest”**. Il tutto utilizzando il comando **“mkdir”**

```
~/Castle/Main_building/Throne_room
[mission 4] $ gsh goal

^
/ Mission goal
/
/
/ Build a "Hut" in the forest, and then build a "Chest" in the hut.
/
/
/ Useful commands
/
/ mkdir DIRECTORY
/ Create a new directory inside the current directory.
/ Remark: ``mkdir`` is an abbreviation for "make directory".
/
^

~/Castle/Main_building/Throne_room
[mission 4] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room

~/Castle/Main_building/Throne_room
[mission 4] $ cd

~
[mission 4] $ pwd
/home/kali/gameshell/World

~
[mission 4] $ ls
Castle Forest Garden Mountain Stall

~
[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!
```

5° Livello

Il 5° livello richiedeva di spostarsi sulla cartella "Cellar" ed eliminare tutti i file "spider" utilizzando il comando **rm**

```
[mission 5] $ gsh goal
```

```
/ \
| | Mission goal
\ | =====
| |
| | Go back to the cellar and get rid of all the spiders. Leave the bats alone: they appear on the castle's coat of arms and are said to confer luck
| |
| | Useful commands
| | =====
| | rm FILE1 FILE2 ... FILEn
| | Delete the files (permanently).
| | Remark: ``rm`` is an abbreviation for "remove".
| |
| | _____
\ / _____
```

```
~
[mission 5] $ pwd
/home/kali/gameshell/World

~
[mission 5] $ cd World/Castle/Cellar
bash: cd: World/Castle/Cellar: No such file or directory

~
[mission 5] $ cd Castle/Cellar

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples  bat_1  bat_2  spider_1  spider_2  spider_3

~/Castle/Cellar
[mission 5] $ rm spider_1 spider_2 spider_3

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples  bat_1  bat_2

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

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

6° Livello

Il 6° livello richiedeva di spostarsi sulla cartella "Garden" e spostare tutti i file "coin" nella cartella "Chest", già creata precedentemente, utilizzando il comando **mv**

```
( )=(  
File S 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] $ pwd  
/home/kali/gameshell/World/Garden  
  
~/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] $ gsh check  
  
Congratulations, mission 6 has been successfully completed!
```


7° Livello

Il 7° livello era quasi identico al precedente, solo che in questo caso i file “**coin**” erano nascosti, e per vederli bisognava utilizzare il comando **ls -A**. Una volta trovati bisognava spostarli nuovamente nella cartella “Chest”, facilitandosi con il comando Tab

```
~/Garden
[mission 7] $ gsh goal

Mission goal
Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).

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" when its name starts with a dot.)

Tab
The tabulation key "completes" the name of a file or directory once you have typed the beginning of its name. This only works if there is only one possible completion.

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

~/Garden
[mission 7] $ pwd
/home/kali/gameshell/World/Garden

~/Garden
[mission 7] $ ls
Flower_garden  Maze  Shed

~/Garden
[mission 7] $ ls -A
.13903_coin_3  .24687_coin_1  .35684_coin_2  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .13903_coin_3 .24687_coin_1 .35684_coin_2 ~/Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check
```


8° Livello

L'8° livello richiedeva la rimozione dei file "spider" come già fatto in precedenza, solo che questa volta bisognava utilizzare una wildcard in modo da listare parole specifiche. In questo caso ho utilizzato il comando ***** e così, dando il comando ***spider***, ho potuto listare solamente i file con all'interno la parola "spider" e rimuoverli tutti insieme

```
~/Garden
[mission 8] $ pwd
/home/kali/gameshell/World/Garden

~/Garden
[mission 8] $ cd

~
[mission 8] $ pwd
/home/kali/gameshell/World

~
[mission 8] $ ls
Castle Chest Forest Garden Mountain Stall

~
[mission 8] $ cd Castle

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

~/Castle
[mission 8] $ cd Cellsr
bash: cd: Cellsr: No such file or directory

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10423_spider_40 16038_spider_11 18879_spider_45 22985_spider_21 24813_spider_23 27529_spider_15 32354_spider_34 5866_spider_6
11833_spider_41 16187_spider_22 19874_spider_26 23012_spider_3 24961_spider_25 2785_spider_16 4021_bat_4 7093_spider_35
11935_spider_24 1742_spider_48 19908_spider_30 23487_bat_2 25133_spider_20 2855_spider_10 412_spider_1 794_spider_33
12619_spider_43 17912_spider_39 2072_spider_44 23531_bat_1 26123_spider_4 29388_spider_13 414_bat_3 8833_spider_5
13067_spider_8 18168_spider_14 20827_spider_38 23896_spider_31 26180_spider_32 29504_spider_47 4195_spider_37 9718_spider_36
13326_spider_50 18523_spider_9 2094_spider_19 24151_spider_7 26858_bat_5 30994_spider_42 5583_spider_12 9907_spider_29
13799_spider_46 18580_spider_17 21171_spider_27 24558_spider_2 2750_spider_18 31066_spider_49 5817_spider_28 barrel_of_apples

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

~/Castle/Cellar
[mission 8] $ ls
23487_bat_2 23531_bat_1 26858_bat_5 4021_bat_4 414_bat_3 barrel_of_apples

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

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