

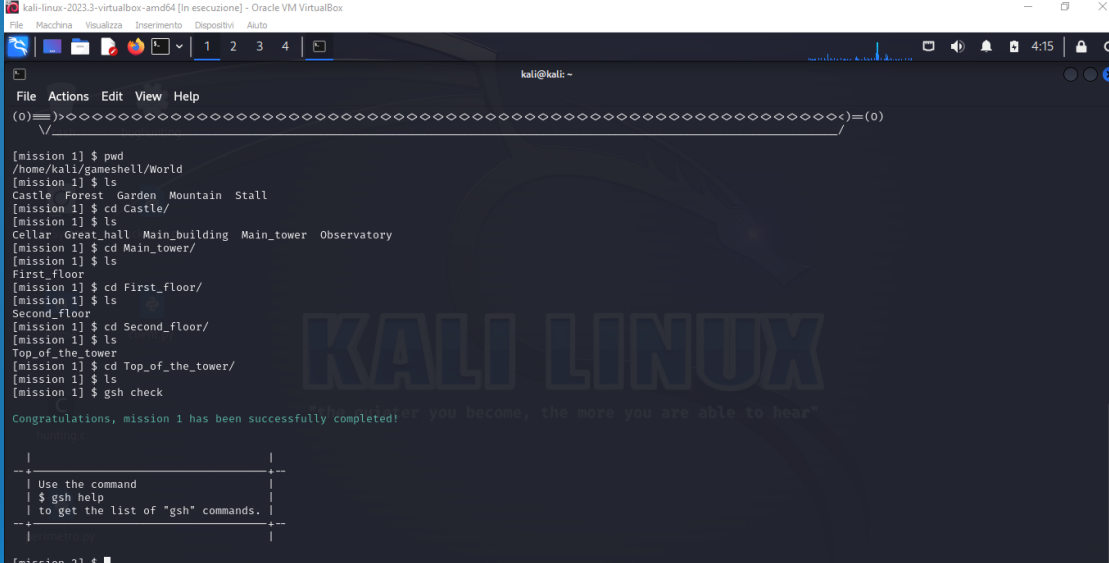
Game Shell

Lo scopo dell'esercizio di oggi è quello di familiarizzare con i vari comandi della shell e per fare questo abbiamo installato il gioco Game Shell nella macchina Kali Linux. Il gioco riguarda il superamento di vari livelli utilizzando dei comandi.

- **MISSIONE 1:**

La prima missione è quella di raggiungere la cima della torre principale del castello.

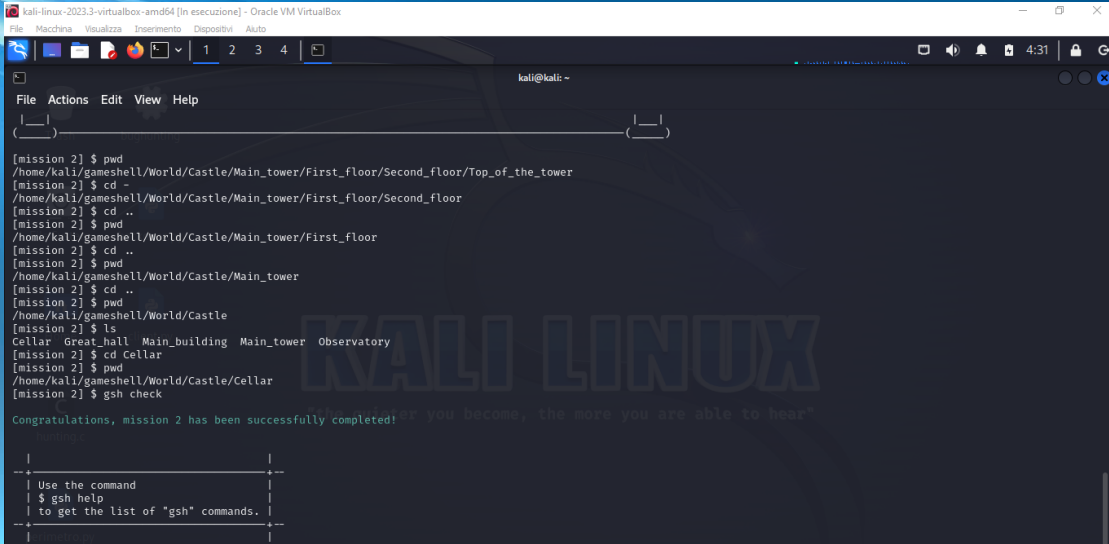
Quindi tra i comandi che andremo a utilizzare c'è «cd» per raggiungere una directory e il comando «pwd» per vedere in quale directory ci troviamo



```
kali@kali: ~  
[mission 1] $ pwd  
/home/kali/gameshell/World  
[mission 1] $ ls  
Castle Forest Garden Mountain Stall  
[mission 1] $ cd Castle/  
[mission 1] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 1] $ cd Main_tower/  
[mission 1] $ ls  
First_floor  
[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!  
If you become, the more you are able to hear"  
  
+-----+  
| Use the command |  
| $ gsh help      |  
| to get the list of "gsh" commands. |  
+-----+  
[mission 2] $
```

- **MISSIONE 2:**

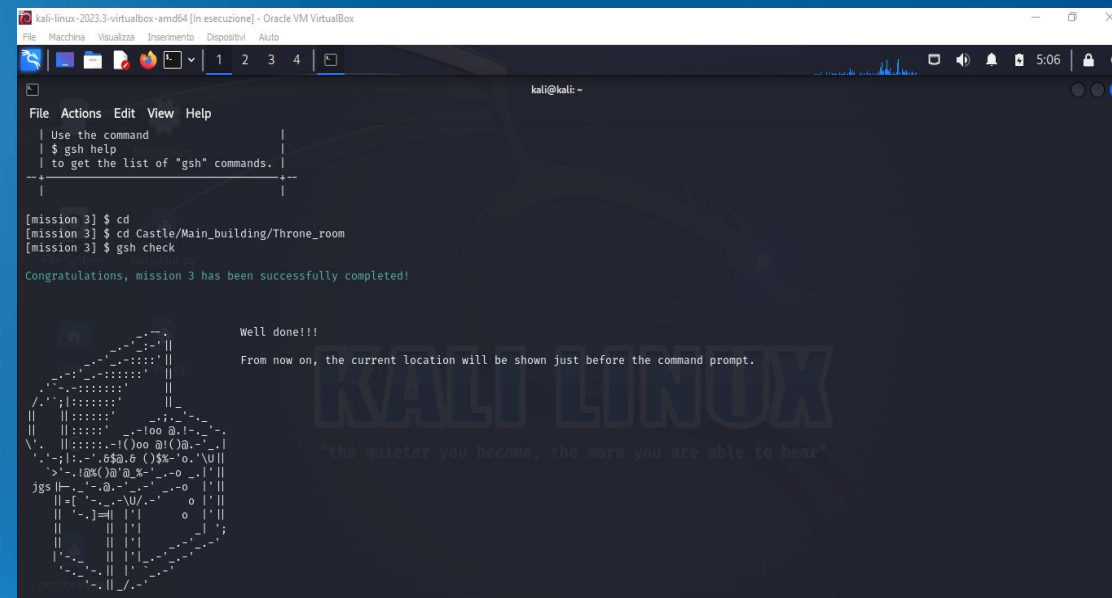
La seconda è quella di andare nella «castle's cellar», e per farlo useremo «cd -» per tornare alla posizione in cui mi trovavo prima dell'ultima mossa e «cd ..» per fare un passo indietro nel percorso fino alla posizione desiderata.



```
kali@kali: ~  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower  
[mission 2] $ cd -  
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle/Main_tower/First_floor  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle/Main_tower  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle  
[mission 2] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 2] $ cd Cellar  
[mission 2] $ pwd  
/home/kali/gameshell/World/Castle/Cellar  
[mission 2] $ gsh check  
Congratulations, mission 2 has been successfully completed!  
If you become, the more you are able to hear"  
  
+-----+  
| Use the command |  
| $ gsh help      |  
| to get the list of "gsh" commands. |  
+-----+  
[mission 2] $
```

- **MISSIONE 3:**

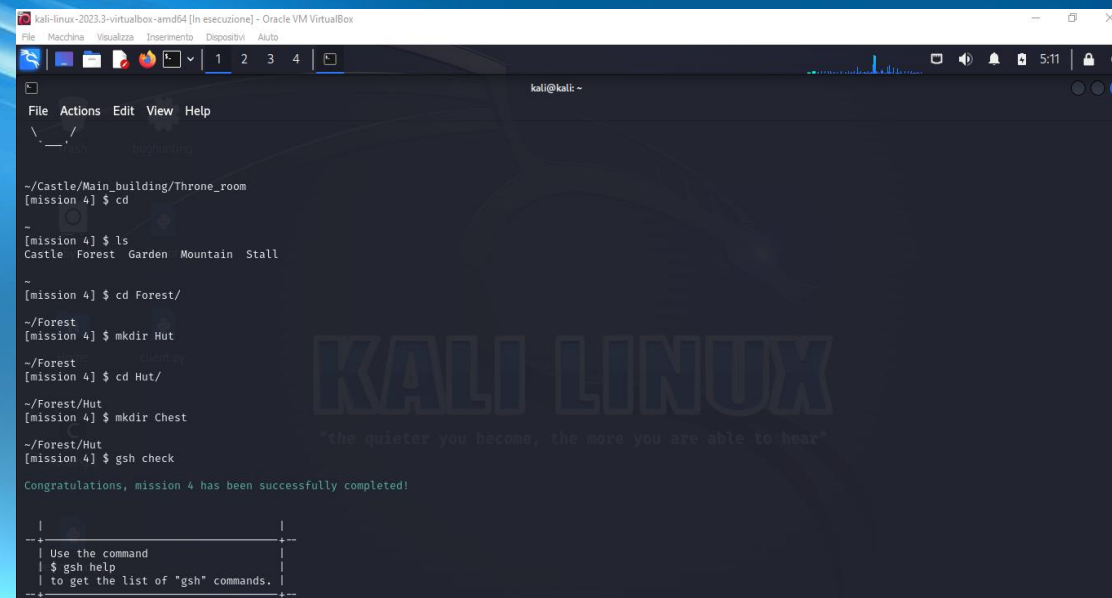
La terza missione è quella di andare alla posizione iniziale e dopo nella sala del trono, usando solo due comandi ovvero «cd» e «cd» con le varie directory per arrivare alla sala del trono.



```
kali@kali: ~  
File Actions Edit View Help  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
--+-----+--  
[mission 3] $ cd  
[mission 3] $ cd Castle/Main_building/Throne_room  
[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.  
  
KALI LINUX  
"the quieter you become, the more you are able to hear"
```

- **MISSIONE 4:**

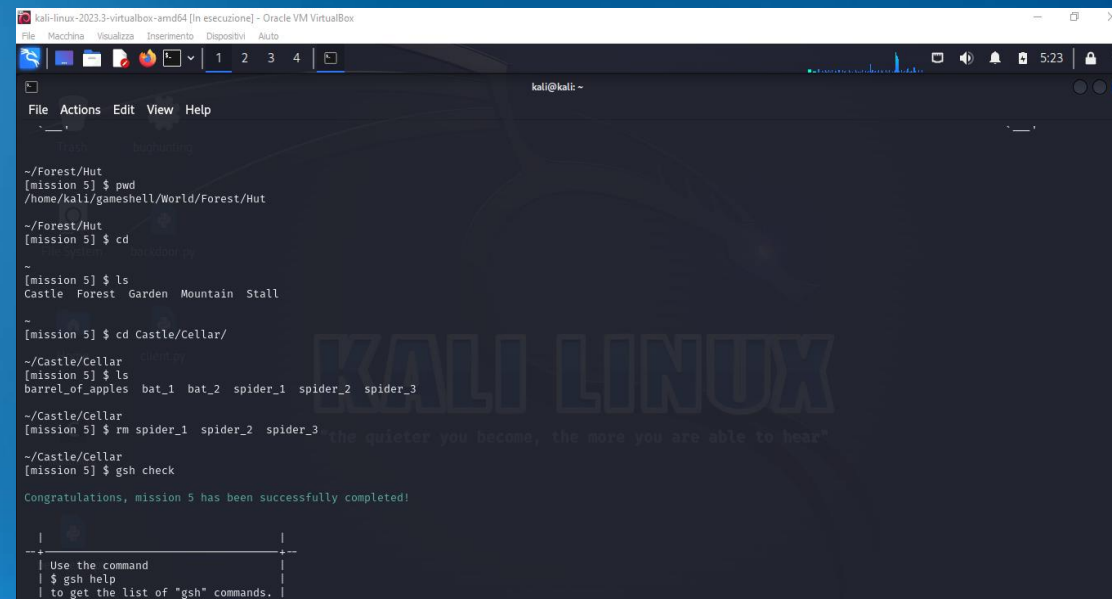
La quarta missione riguarda la creazione di due directory con la funzione «mkdir».



```
kali@kali: ~  
File Actions Edit View Help  
~  
~/Castle/Main_building/Throne_room  
[mission 4] $ cd  
~  
[mission 4] $ ls  
Castle Forest Garden Mountain Stall  
~  
[mission 4] $ cd Forest/  
~/Forest  
[mission 4] $ mkdir 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. |  
--+-----+--
```

- **MISSIONE 5:**

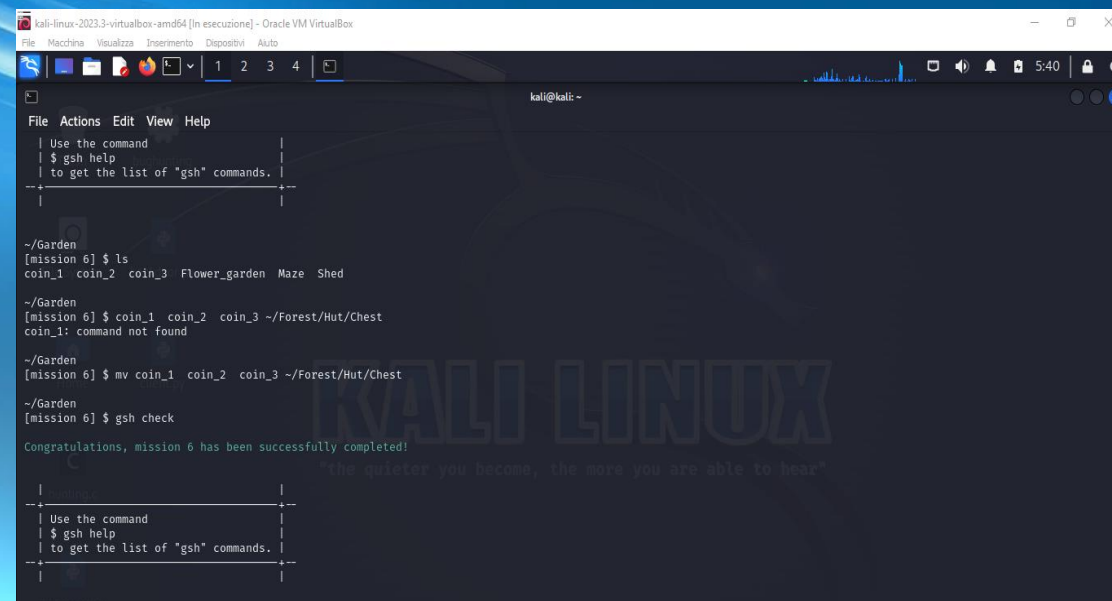
La quinta missione è rimuovere dei file (ragni nel gioco) presenti in una determinata directory. Per fare ciò utilizziamo il comando «rm».



```
kali@kali: ~  
File Actions Edit View Help  
~/Forest/Hut  
[mission 5] $ pwd  
/home/kali/gameshell/World/Forest/Hut  
~/Forest/Hut  
[mission 5] $ cd  
[mission 5] $ ls  
Castle Forest Garden Mountain Stall  
~/Forest/Hut  
[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] $ gsh check  
Congratulations, mission 5 has been successfully completed!  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |
```

- **MISSIONE 6:**

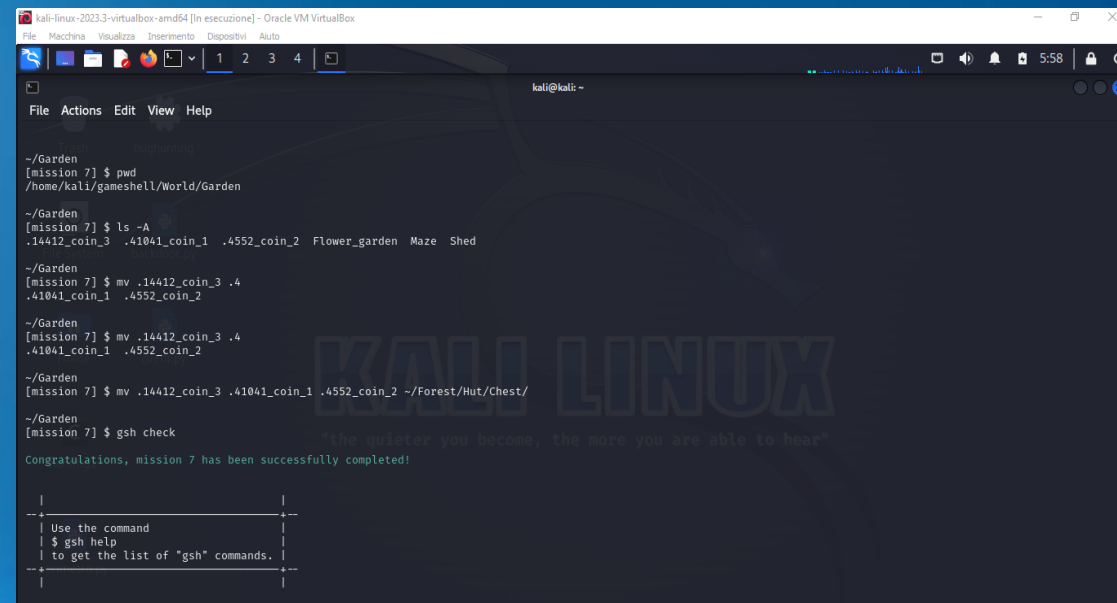
La sesta missione è spostare dei file (chiamati «coin» nel gioco) in una directory con il comando «mv».



```
kali@kali: ~  
File Actions Edit View Help  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
~/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!  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |
```

- **MISSIONE 7:**

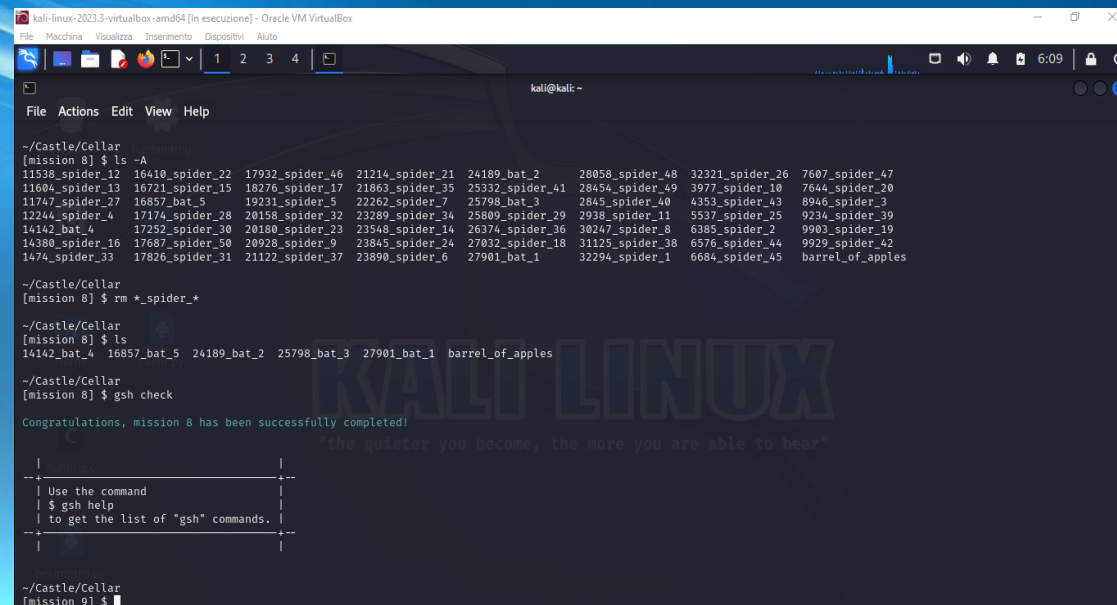
La settima missione riguarda la familiarizzazione con il pulsante «Tab» della tastiera. Premendo una volta si scrive la parola in automatico, se premo più volte completa tutto il percorso delle varie directory.



```
kali@kali: ~  
File Actions Edit View Help  
~/Garden  
[mission 7] $ pwd  
/home/kali/gameshell/World/Garden  
~/Garden  
[mission 7] $ ls -A  
.14412_coin_3 .41041_coin_1 .4552_coin_2 Flower_garden Maze Shed  
~/Garden  
[mission 7] $ mv .14412_coin_3 .4  
.41041_coin_1 .4552_coin_2  
~/Garden  
[mission 7] $ mv .14412_coin_3 .4  
.41041_coin_1 .4552_coin_2  
~/Garden  
[mission 7] $ mv .14412_coin_3 .41041_coin_1 .4552_coin_2 ~/Forest/Hut/Chest/  
~/Garden  
[mission 7] $ gsh check  
the quieter you become, the more you are able to hear  
Congratulations, mission 7 has been successfully completed!  
|-----|  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
|-----|
```

- **MISSIONE 8:**

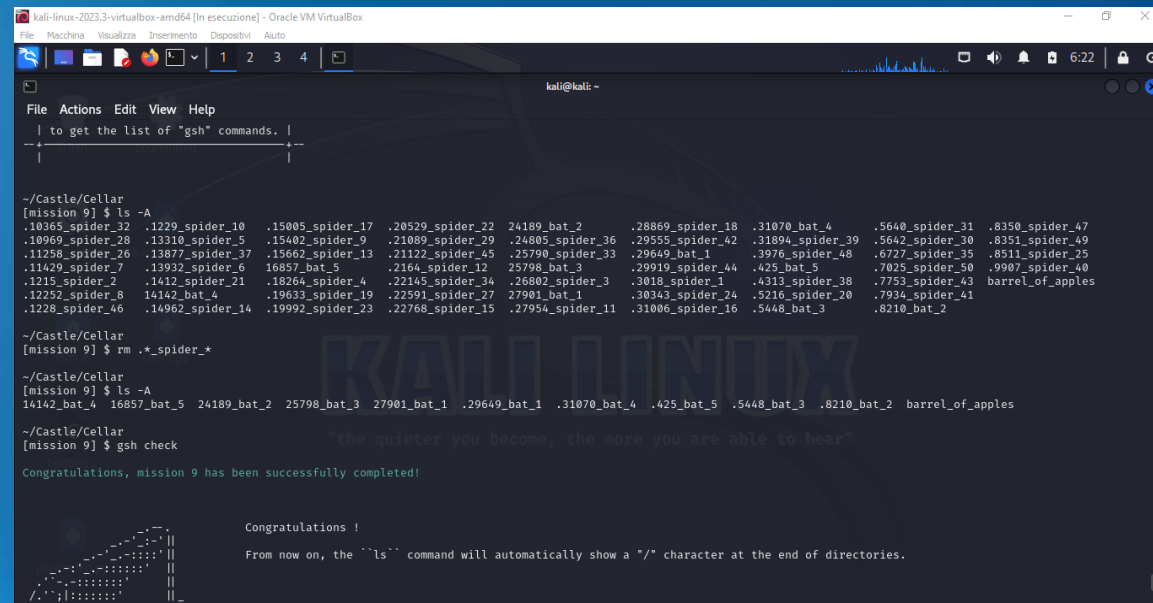
L'ottava missione è sempre quella di rimuovere file utilizzando il simbolo «*», il quale sostituisce qualsiasi sequenza di caratteri.



```
kali@kali: ~  
File Actions Edit View Help  
~/Castle/Cellar  
[mission 8] $ ls -A  
11538_spider_12 16410_spider_22 17932_spider_46 21214_spider_21 24189_bat_2 28058_spider_48 32321_spider_26 7607_spider_47  
11604_spider_13 16721_spider_15 18276_spider_17 21863_spider_35 25332_spider_41 28454_spider_49 3977_spider_18 7644_spider_20  
11747_spider_27 16857_bat_5 19231_spider_5 22262_spider_7 25798_bat_3 2845_spider_40 4353_spider_43 8946_spider_3  
12244_spider_4 17174_spider_28 20158_spider_32 23289_spider_34 25809_spider_29 2938_spider_11 5537_spider_25 9234_spider_39  
14142_bat_4 17252_spider_30 20180_spider_23 23548_spider_14 26374_spider_36 30247_spider_8 6385_spider_2 9903_spider_19  
14380_spider_16 17687_spider_50 20928_spider_9 23845_spider_24 27032_spider_18 31125_spider_38 6576_spider_44 9929_spider_42  
1474_spider_33 17826_spider_31 21122_spider_37 23890_spider_6 27901_bat_1 32294_spider_1 6684_spider_45 barrel_of_apples  
~/Castle/Cellar  
[mission 8] $ rm *_spider_*  
~/Castle/Cellar  
[mission 8] $ ls  
14142_bat_4 16857_bat_5 24189_bat_2 25798_bat_3 27901_bat_1 barrel_of_apples  
~/Castle/Cellar  
[mission 8] $ gsh check  
the quieter you become, the more you are able to hear  
Congratulations, mission 8 has been successfully completed!  
|-----|  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
|-----|  
~/Castle/Cellar  
[mission 9] $
```


- **MISSIONE 9:**

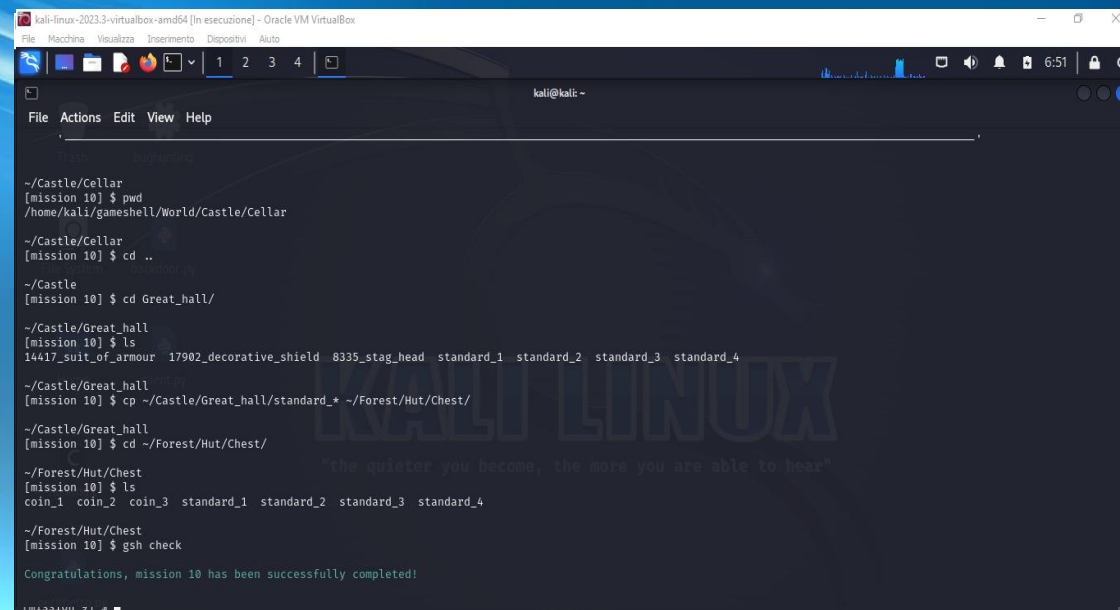
La nona missione riprende l'ottava, soltanto che qui i file sono nascosti quindi dobbiamo aggiungere un punto.



```
kali@kali: ~  
File Actions Edit View Help  
| to get the list of "gsh" commands. |  
+-----+  
~/Castle/Cellar  
[mission 9] $ ls -A  
.10365_spider_32 .1229_spider_10 .15005_spider_17 .20529_spider_22 24189_bat_2 .28869_spider_18 .31070_bat_4 .5640_spider_31 .8350_spider_47  
.10969_spider_28 .13310_spider_5 .15402_spider_9 .21089_spider_29 .24805_spider_36 .29555_spider_42 .31894_spider_39 .5642_spider_30 .8351_spider_49  
.11258_spider_26 .13877_spider_37 .15662_spider_13 .21122_spider_45 .25790_spider_33 .29649_bat_1 .3976_spider_48 .6727_spider_35 .8511_spider_25  
.11429_spider_7 .13932_spider_6 16857_bat_5 .2164_spider_12 25798_bat_3 .29919_spider_44 .425_bat_5 .7025_spider_50 .9907_spider_40  
.1215_spider_2 .1412_spider_21 .18264_spider_4 .22145_spider_34 .26802_spider_3 .3018_spider_1 .4313_spider_38 .7753_spider_43 barrel_of_apples  
.12252_spider_8 14142_bat_4 .19633_spider_19 .22591_spider_27 27901_bat_1 .30343_spider_24 .5216_spider_20 .7934_spider_41  
.1228_spider_46 .14962_spider_14 .19992_spider_23 .22768_spider_15 .27954_spider_11 .31006_spider_16 .5448_bat_3 .8210_bat_2  
~/Castle/Cellar  
[mission 9] $ rm .*_spider_*  
~/Castle/Cellar  
[mission 9] $ ls -A  
14142_bat_4 16857_bat_5 24189_bat_2 25798_bat_3 27901_bat_1 .29649_bat_1 .31070_bat_4 .425_bat_5 .5448_bat_3 .8210_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:**

La decima missione è quella di creare una copia dei «quattro grandi stendardi nella grande sala del castello», utilizzando il comando «cp».



```
kali@kali: ~  
File Actions Edit View Help  
~/Castle/Cellar  
[mission 10] $ pwd  
/home/kali/gameshell/World/Castle/Cellar  
~/Castle/Cellar  
[mission 10] $ cd ..  
~/Castle  
[mission 10] $ cd Great_hall/  
~/Castle/Great_hall  
[mission 10] $ ls  
14417_suit_of_armour 17902_decorative_shield 8335_stag_head standard_1 standard_2 standard_3 standard_4  
~/Castle/Great_hall  
[mission 10] $ cp ~/Castle/Great_hall/standard_* ~/Forest/Hut/Chest/  
~/Castle/Great_hall  
[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!
```