

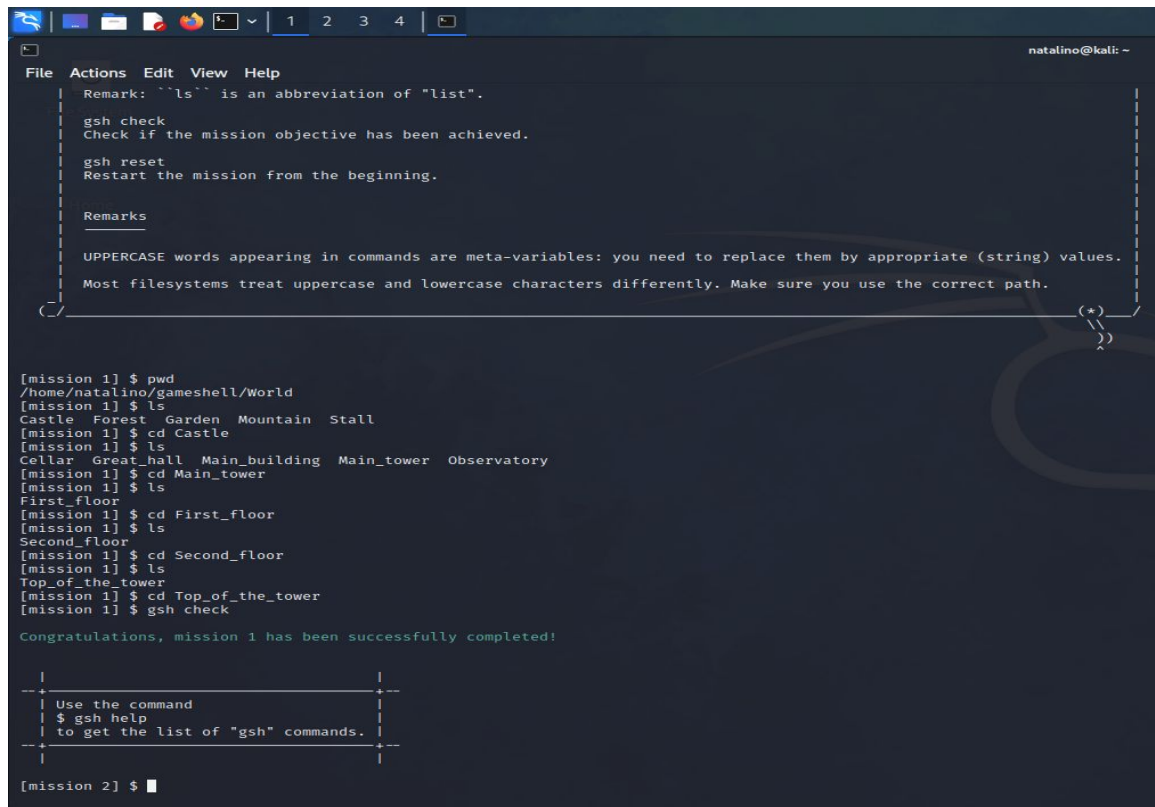
GameShell

Installo su Kali Linux un gioco che funziona con la shell: GameShell

Livello 1

Ho superato il livello 1 attraverso i comandi:

- **cd** che permette di cambiare directory;
- **pwd** che permette di visualizzare la directory corrente;
- **ls** che permette di visualizzare il contenuto di una directory.



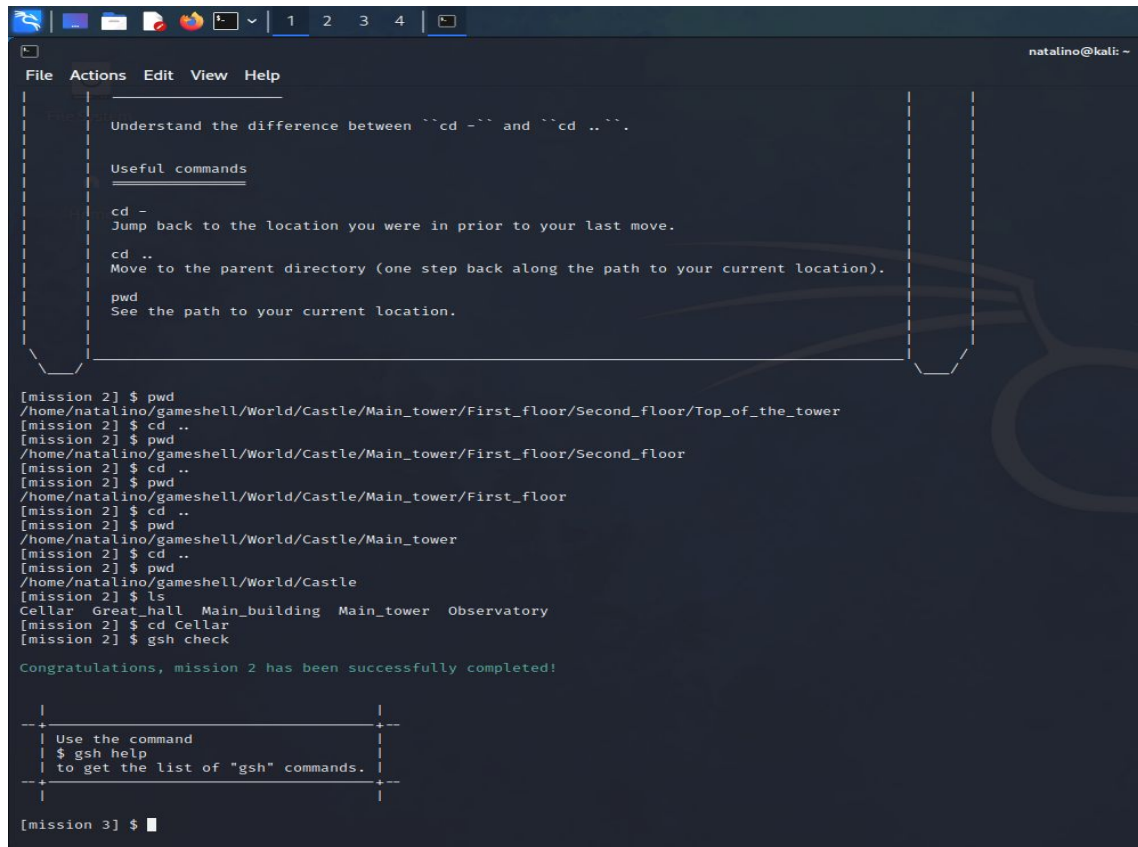
```
natalino@kali: ~  
File Actions Edit View Help  
Remark: ``ls`` is an abbreviation of "list".  
gsh check  
Check if the mission objective has been achieved.  
gsh reset  
Restart the mission from the beginning.  
Remarks  
UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriate (string) values.  
Most filesystems treat uppercase and lowercase characters differently. Make sure you use the correct path.  
[mission 1] $ pwd  
/home/natalino/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] $ gsh check  
Congratulations, mission 1 has been successfully completed!  
Use the command  
$ gsh help  
to get the list of "gsh" commands.  
[mission 2] $
```

Livello 2

Ho superato il livello 2 attraverso il comando

`cd ..`

che permette di spostarsi nella cartella genitore.



```
natalino@kali: ~  
File Actions Edit View Help  
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/natalino/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/natalino/gameshell/World/Castle/Main_tower/First_floor/Second_floor  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/natalino/gameshell/World/Castle/Main_tower/First_floor  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/natalino/gameshell/World/Castle/Main_tower  
[mission 2] $ cd ..  
[mission 2] $ pwd  
/home/natalino/gameshell/World/Castle  
[mission 2] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
[mission 2] $ cd Cellar  
[mission 2] $ gsh check  
  
Congratulations, mission 2 has been successfully completed!  
  
+-----+  
| Use the command |  
| $ gsh help      |  
| to get the list of "gsh" commands. |  
+-----+  
  
[mission 3] $
```

Livello 3

Ho superato il livello 3 attraverso il comando

cd POSIZIONE1/POSIZIONE2

che permette di cambiare directory in una posizione specificata.

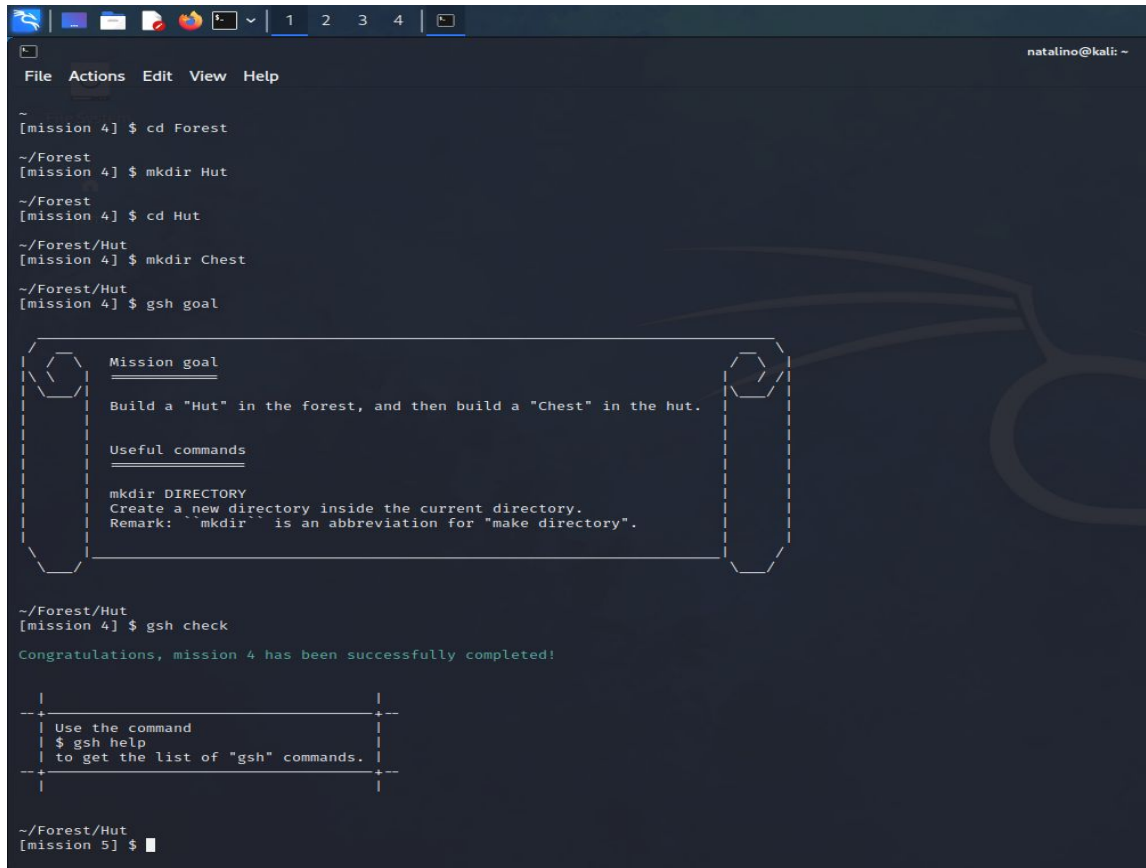
[illegible]

Livello 4

Ho superato il livello 4 attraverso il comando

mkdir

che permette di creare una o più directory.



```
natalino@kali: ~  
File Actions Edit View Help  
~  
[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 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".

  
~/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] $
```

Livello 5

Ho superato il livello 5 attraverso il comando

rm

che serve a rimuovere file e directory.

```
natalino@kali: ~  
File Actions Edit View Help  
~/Forest/Hut  
[mission 5] $ pwd  
/home/natalino/gameshell/World/Forest/Hut  
~/Forest/Hut  
[mission 5] $ cd ..  
~/Forest  
[mission 5] $ cd ..  
~  
[mission 5] $ pwd  
/home/natalino/gameshell/World  
~  
[mission 5] $ ls  
Castle Forest Garden Mountain Stall  
~  
[mission 5] $ cd Castle  
~/Castle  
[mission 5] $ ls  
Cellar Great_hall Main_building Main_tower Observatory  
~/Castle  
[mission 5] $ cd 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. |  
+-----+  
|  
~/Castle/Cellar  
[mission 6] $
```

Livello 6

Ho superato il livello 6 attraverso il comando

mv -v file ~/Directory

che permette di spostare un file nella directory specificata.

```
natalino@kali: ~
File Actions Edit View Help

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Forest/Hut/Chest
mv: cannot stat 'coin_1': No such file or directory
mv: cannot stat 'coin_2': No such file or directory
mv: cannot stat 'coin_3': No such file or directory

~/Garden
[mission 6] $ pwd
/home/natalino/gameshell/World/Garden

~/Garden
[mission 6] $ ls
Flower_garden Maze Shed

~/Garden
[mission 6] $ cd ..

~
[mission 6] $ ls
Castle Forest Garden Mountain Stall coin_1 coin_2 coin_3

~
[mission 6] $ mv coin_1 coin_2 coin_3 Garden

~
[mission 6] $ cd Garden

~/Garden
[mission 6] $ ls
Flower_garden Maze Shed coin_1 coin_2 coin_3

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

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!

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

Livello 7

Ho superato il livello 7
sempre attraverso il
comando **mv**.

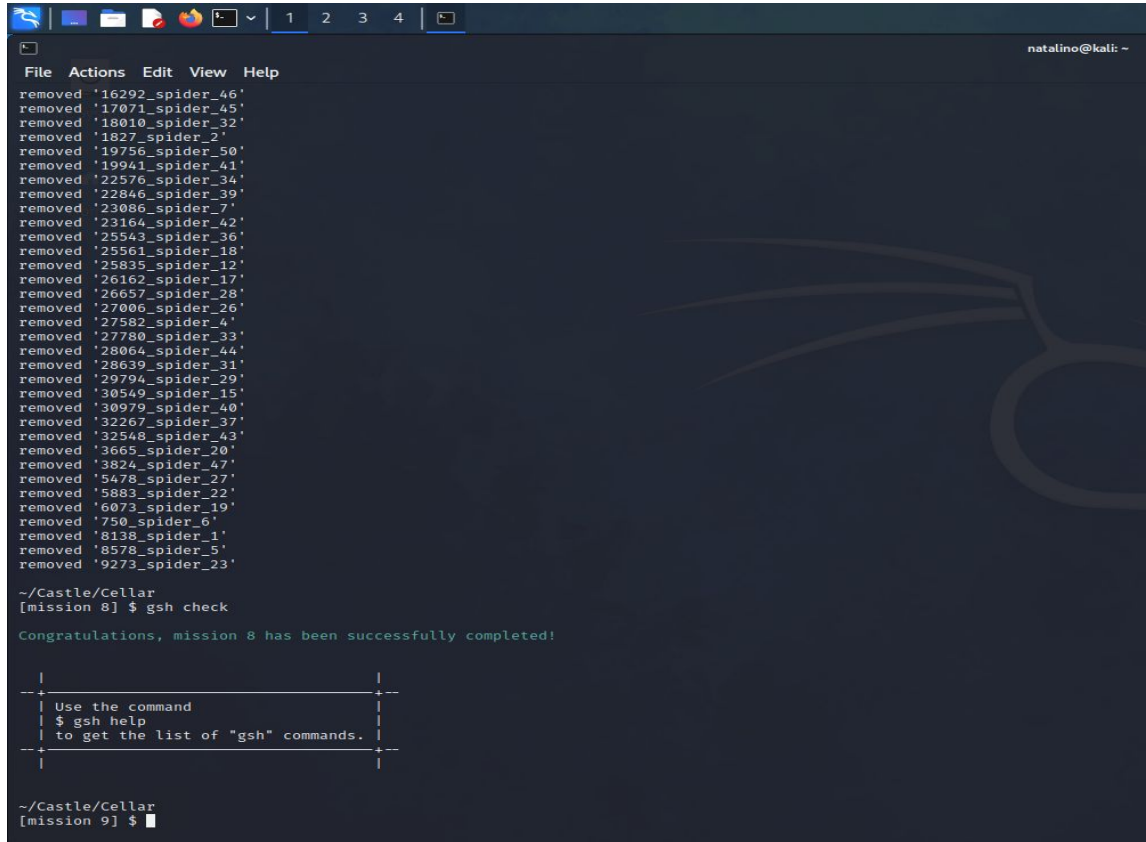
```
natalino@kali: ~  
File Actions Edit View Help  
Tab  
The tabulation key "completes" the name of a file or directory once you have typed the beginning of its name. This only works  
if there is only one possible completion.  
Tab-Tab  
Pressing tabulation twice successively shows a list of possible completions.  
~/Garden  
[mission 7] $ pwd  
/home/natalino/gameshell/World/Garden  
~/Garden  
[mission 7] $ ls -A  
.10764_coin_2 .1253_coin_3 .14081_coin_1 Flower_garden Maze Shed  
~/Garden  
[mission 7] $ mv .  
mv: missing destination file operand after '.'  
Try 'mv --help' for more information.  
~/Garden  
[mission 7] $ mv .10764_coin_2 .1253_coin_3 .14081_coin_1 ~/Forest/Hut/Chest  
~/Garden  
[mission 7] $ gsh chest  
Error: unknown gsh command 'chest'.  
Use one of the following commands: check, goal, help, reset  
~/Garden  
[mission 7] $ gsh check  
Congratulations, mission 7 has been successfully completed!  
+-----+  
| Use the command |  
| $ gsh help      |  
| to get the list of "gsh" commands. |  
+-----+  
~/Garden  
[mission 8] $
```


Livello 8

Ho superato il livello 8 attraverso il comando

rm -v *_string_*

che serve a rimuovere tutti i file che terminano con la stringa specificata nel comando medesimo.



```
natalino@kali: ~  
File Actions Edit View Help  
removed '16292_spider_46'  
removed '17071_spider_45'  
removed '18010_spider_32'  
removed '1827_spider_2'  
removed '19756_spider_50'  
removed '19941_spider_41'  
removed '22576_spider_34'  
removed '22846_spider_39'  
removed '23086_spider_7'  
removed '23164_spider_42'  
removed '25543_spider_36'  
removed '25561_spider_18'  
removed '25835_spider_12'  
removed '26162_spider_17'  
removed '26657_spider_28'  
removed '27006_spider_26'  
removed '27582_spider_4'  
removed '27780_spider_33'  
removed '28064_spider_44'  
removed '28639_spider_31'  
removed '29794_spider_29'  
removed '30549_spider_15'  
removed '30979_spider_40'  
removed '32267_spider_37'  
removed '32548_spider_43'  
removed '3665_spider_20'  
removed '3824_spider_47'  
removed '5478_spider_27'  
removed '5883_spider_22'  
removed '6073_spider_19'  
removed '750_spider_6'  
removed '8138_spider_1'  
removed '8578_spider_5'  
removed '9273_spider_23'  
  
~/Castle/Cellar  
[mission 8] $ gsh check  
  
Congratulations, mission 8 has been successfully completed!  
  
+-----+  
| Use the command  
| $ gsh help  
| to get the list of "gsh" commands.  
+-----+  
  
~/Castle/Cellar  
[mission 9] $
```

Livello 9

Ho superato il livello 9 attraverso
il comando

```
rm -v *_string_*.*_string_*
```

che permette di rimuovere tutti i file e le directory il cui nome contiene quella stringa.

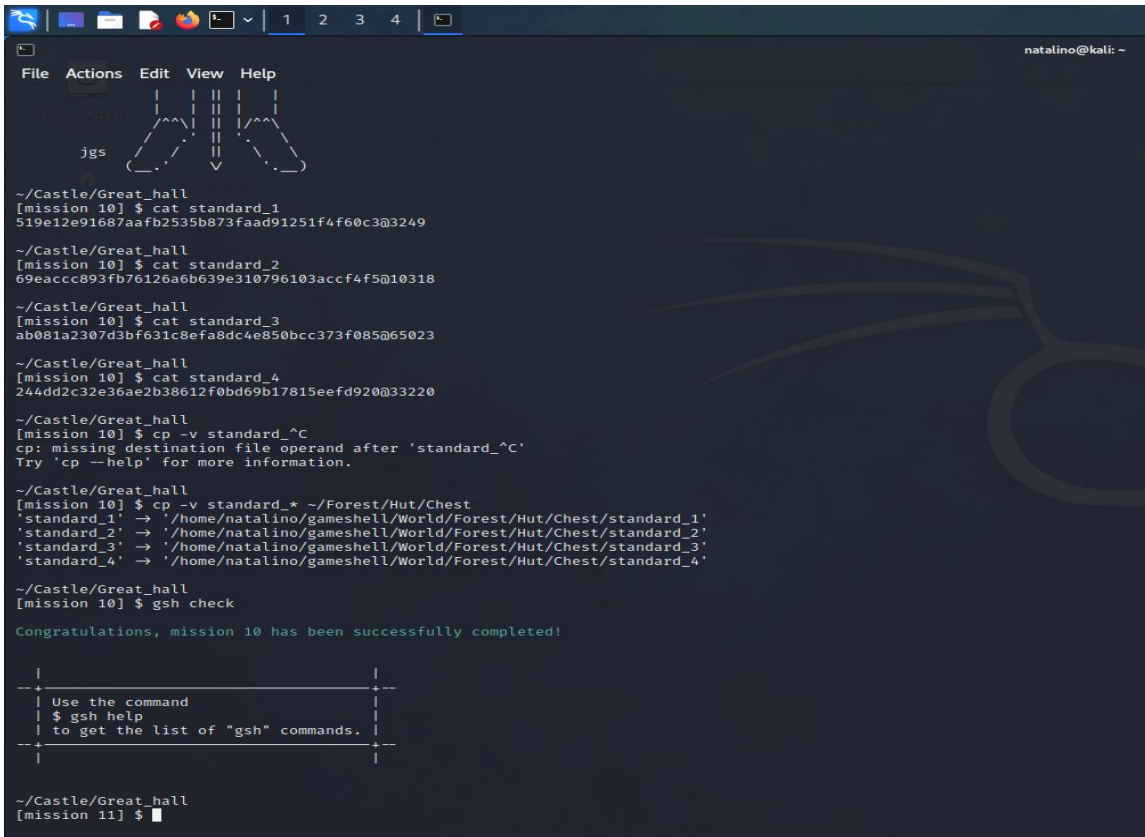
[illegible]

Livello 10

Ho superato il livello 10 attraverso il comando

cp -v string_* ~/Directory

che permette di copiare tutti i file il cui nome inizia con quella stringa nella directory specificata.



```
~/Castle/Great_hall
[mission 10] $ cat standard_1
519e12e91687aafb2535b873faad91251f4f60c3a3249

~/Castle/Great_hall
[mission 10] $ cat standard_2
69eaccc893fb76126a6b639e310796103accf4f5a10318

~/Castle/Great_hall
[mission 10] $ cat standard_3
ab081a2307d3bf631c8efa8dc4e850bcc373f085a65023

~/Castle/Great_hall
[mission 10] $ cat standard_4
244dd2c32e36ae2b38612f0bd69b17815eefd920a33220

~/Castle/Great_hall
[mission 10] $ cp -v standard_*C
cp: missing destination file operand after 'standard_*C'
Try 'cp --help' for more information.

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

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

Congratulations, mission 10 has been successfully completed!

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

~/Castle/Great_hall
[mission 11] $
```