

WORK IN PROGRESS.

FARO' UN PUSH SU GITHUB APPENA ARRIVO INTORNO AL LIVELLO 20 AGGIUNGENDO COMEMNTI E I LIVELLI MANCANTI

L'esercizio di oggi richiede di eseguire

```
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.
```

[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] \$ tree

```
.
├── Cellar
│   └── barrel_of_apples
├── Great_hall
├── Main_building
│   ├── Library
│   │   ├── Greek_Latin_and_other_modern_languages
│   │   ├── Mathematics_101
│   │   └── Merlin_s_office
│   │       ├── Drawer
│   │       │   └── ink_and_scroll
│   │       └── candle
│   ├── Throne_room
│   │   └── Kings_quarter
├── Main_tower
│   ├── First_floor
│   │   ├── Second_floor
│   │   │   └── Top_of_the_tower
├── Observatory
│   └── star_chart
```

14 directories, 6 files

[use 'gsh help' to get a list of available commands]

[mission 1] \$ |

```
[use 'gsh help' to get a list of available commands]
[mission 1] $ tree
```

```
.
├── Cellar
│   └── barrel_of_apples
├── Great_hall
├── Main_building
│   ├── Library
│   │   ├── Greek_Latin_and_other_modern_languages
│   │   ├── Mathematics_101
│   │   └── Merlin_s_office
│   │       ├── Drawer
│   │       │   └── ink_and_scroll
│   │       └── candle
│   ├── Throne_room
│   │   └── Kings_quarter
├── Main_tower
│   ├── First_floor
│   │   ├── Second_floor
│   │   │   └── Top_of_the_tower
├── Observatory
│   └── star_chart
```

```
14 directories, 6 files
```

```
[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Main_tower/First_floor/Second_floor/Top_of_the_tower/
```

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ cd -
/home/marco/gameshell/World/Castle
```

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

```
.
├── Cellar
│   └── barrel_of_apples
├── Great_hall
├── Main_building
│   ├── Library
│   │   ├── Greek_Latin_and_other_modern_languages
│   │   ├── Mathematics_101
│   │   └── Merlin_s_office
│   │       ├── Drawer
│   │       │   └── ink_and_scroll
│   │       └── candle
│   ├── Throne_room
│   │   └── Kings_quarter
├── Main_tower
│   ├── First_floor
│   │   ├── Second_floor
│   │   │   └── Top_of_the_tower
└── Observatory
    └── star_chart
```

```
14 directories, 6 files
```

```
[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] $ gsh goal
```

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

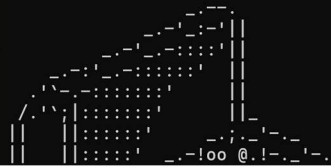
```
Congratulations, mission 2 has been successfully completed!
```

```
[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.

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

```
~
[mission 4] $ cd Forest/
```

```
~/Forest
[mission 4] $ tree
.
```

0 directories, 0 files

```
~/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!

```
~  
[mission 5] $ cd Castle/Cellar/  
  
~/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] $ |
```



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.

~
[mission 6] \$ mv Garden/coin_1 Garden/coin_2 Garden/coin_3 Forest/Hut/Chest/

~
[mission 6] \$ gsh check

Congratulations, mission 6 has been successfully completed!

~/Garden
[mission 7] \$ ls -a
. .. .29349_coin_2 .365_coin_3 .42569_coin_1 Flower_garden Maze Shed

~/Garden
[mission 7] \$ |

~
[mission 7] \$ mv Garden/.29349_coin_2 Garden/.365_coin_3 Garden/.42569_coin_1 Forest/Hut/Chest/

~
[mission 7] \$ gsh check

Mission goal

=====

Get rid of all the spiders that are crawling in the cellar. Again, do not do not disturb the bats.

Shell patterns

=====

*
The "*" character stands in for any sequence of characters
(including an empty sequence).

?
The "?" character stands in for any single character.

Those wildcards can be used to denote lists of existing files / directories in the current working directory.

For example: if the current folder contains
file-1 Folder-1 file-14 potato

then

*	-->	file-1 Folder-1 file-14 potato
*1	-->	file-1 Folder-1
0	-->	Folder-1 potato
x*	-->	error, no matching file
*-?	-->	file-1 Folder-1
*-??	-->	file-14

Castle

— Cellar

- 10118_spider_40
- 10288_spider_47
- 10814_spider_2
- 10819_bat_2
- 11575_spider_9
- 1244_spider_38
- 12727_spider_35
- 14246_spider_46
- 15269_spider_24
- 15296_spider_31
- 15573_spider_16
- 1616_spider_49
- 16365_spider_36
- 1682_bat_3
- 16986_spider_50
- 17029_spider_21
- 1704_spider_3
- 18962_spider_17
- 19323_spider_43
- 19362_spider_34
- 19467_spider_1
- 21517_spider_7
- 21531_spider_6
- 22144_bat_5
- 22660_spider_10

[illegible]

```
~/Castle/Cellar  
[mission 9] $ tree -la
```

```
.  
├── .10150_spider_31  
├── .10196_spider_26  
├── .10245_spider_3  
├── .10284_spider_35  
├── .13487_spider_15  
├── .14157_spider_11  
├── .15239_spider_45  
├── .15340_bat_3  
├── .16596_spider_42  
├── .17368_spider_48  
├── .17548_spider_17  
└── 18302_spider_25
```

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

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

Congratulations, mission 9 has been successfully completed!

```

Mission goal
=====
You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same
content) of each in your chest.

Useful commands
=====
cp FILE DIRNAME
Copy the file to the directory.
Remark: ``cp`` is an abbreviation of "copy".

```

```

~
[mission 10] $ cp Castle/Great_hall/standard_* Forest/Hut/Chest/

```

```

~
[mission 10] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

```

```

~
[mission 10] $ gsh check

```

```

Congratulations, mission 10 has been successfully completed!

```