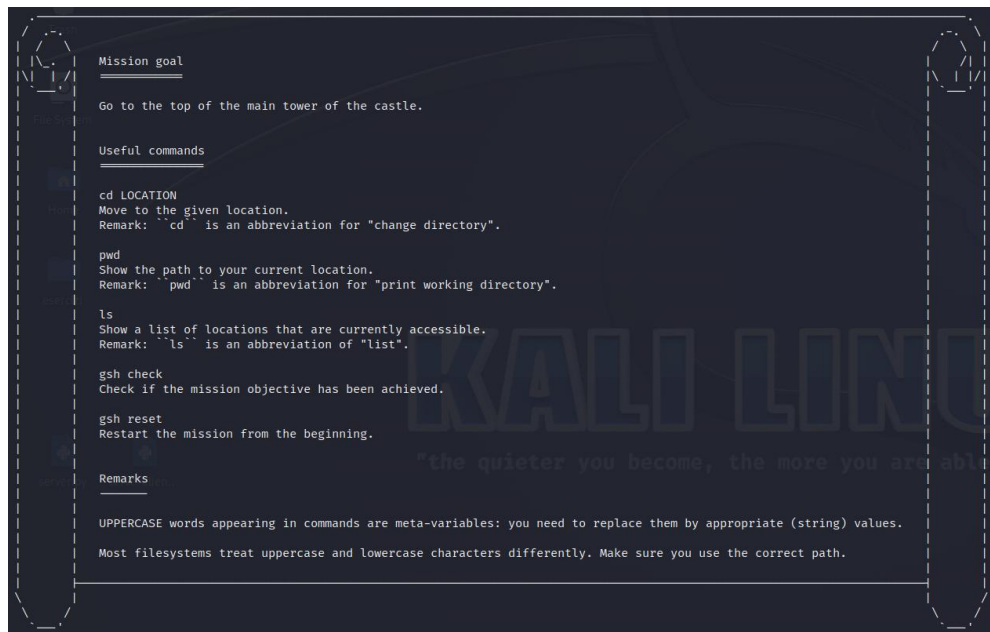


GIOCO SU KALI



MISSIONE 1: spostamento da cartella

```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd ^C
[mission 1] $ cd
[mission 1] $ Castle
Castle: command not found
[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] $ ghs check
Command 'ghs' not found, did you mean:
  command 'gss' from deb libgss-dev
  command 'gh' from deb gh
  command 'gs' from deb ghostscript
  command 'ghb' from deb handbrake
  command 'ghc' from deb ghc
  command 'gjs' from deb gjs
Try: sudo apt install <deb name>
[mission 1] $ gsh check
```

Congratulations, mission 1 has been successfully completed!

```
[mission 2] $ gsh goal
```

```
( ^ )
/ | Mission goal
/ |
/ |
/ | 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.
/ |
( ^ )
```

MISSIONE 2: spostamento da cartella reverso

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd ..
[mission 2] $ ls
Top_of_the_tower
[mission 2] $ cd --
[mission 2] $ cd-
Command 'cd-' not found, did you mean:
  command 'cdp' from deb irpas
  command 'cdb' from deb tinycdb
  command 'cdw' from deb cdw
  command 'cde' from deb cde
  command 'cdi' from deb cdo
  command 'cd5' from deb cd5
  command 'cdo' from deb cdo
Try: sudo apt install <deb name>
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ cd..
cd..: command not found
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ Cellar
Cellar: command not found
[mission 2] $ cd Cellar
[mission 2] $ gsh check
```

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



```
~/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] $ cd
```

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

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

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

```
~/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
```

MISSIONE4: creare nuove directoy

```
( ^ )
(   )
/   / 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.
/   /
/   / System
/   /
/   / Useful commands
/   /
/   / rm FILE1 FILE2 ... FILEn
/   / Delete the files (permanently).
/   / Remark: ``rm`` is an abbreviation for "remove".
(   )
( ^ )

~/Forest/Hut
[mission 5] $ cd

~/Forest/Hut
[mission 5] $ ls
Castle Forest Garden Mountain Stall

~/Forest/Hut
[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] $ ls
barrel_of_apples bat_1 bat_2

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

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

MISSIONE 5: eliminazione file


```
~/Castle/Cellar
[mission 6] $ gsh goal
```

```
( ^ )
( ^ )
/ 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.
( ^ )
```

MISSIONE 6: spostamento di files

```
~/Garden
[mission 6] $

~/Garden
[mission 6] $ mv coin_1 ../

~/Garden
[mission 6] $ ../
bash: ../: Is a directory

~/Garden
[mission 6] $ cd ..

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

~
[mission 6] $ cd Garden

~/Garden
[mission 6] $ mv coin_2 coin_3 ../

~/Garden
[mission 6] $ cd ..

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

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

~
[mission 6] $ gsh check

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

```
~  
[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.  
()=(
```

MISSIONE 7: spostamento file nascosti

```
~/Garden  
[mission 7] $ cd Gardedn  
bash: cd: Gardedn: No such file or directory  
  
~/Garden  
[mission 7] $ cd Garden  
bash: cd: Garden: No such file or directory  
  
~/Garden  
[mission 7] $ ls  
Flower_garden  Maze  Shed  
  
~/Garden  
[mission 7] $ ls -A  
.18152_coin_2 .53980_coin_1 .57205_coin_3 Flower_garden Maze Shed  
  
~/Garden  
[mission 7] $ mv .  
./ ../.18152_coin_2 .53980_coin_1 .57205_coin_3  
  
~/Garden  
[mission 7] $ ls -a  
. .. .18152_coin_2 .53980_coin_1 .57205_coin_3 Flower_garden Maze Shed  
  
~/Garden  
[mission 7] $ mv .  
./ ../.18152_coin_2 .53980_coin_1 .57205_coin_3  
  
~/Garden  
[mission 7] $ mv .18152_coin_2 .53980_coin_1 .57205_coin_3 ../Forest/Hut/Chest  
  
~/Garden  
[mission 7] $ gsh check  
  
Congratulations, mission 7 has been successfully completed!
```

```
~/Garden
[mission 8] $ gsh goal

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
*o*    → Folder-1 potato
x*     → error, no matching file
*-?    → file-1 Folder-1
*-*?   → file-14

"the quieter you become, t
```

MISSIONE 8: eliminazione files in blocco

```
[mission 8] $ ls
Castle Forest Garden Mountain Stall

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

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

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

~
[mission 8] $ cd Castle/Cellar

~/Castle/Cellar
[mission 8] $ ls
10072_spider_34 14879_spider_50 21847_spider_26 26321_spider_14 31516_spider_28 676_spider_12
10251_spider_19 15611_spider_4 21883_spider_16 28080_spider_37 32135_spider_49 7230_spider_11
10841_bat_1 16055_spider_35 23230_spider_40 28319_spider_39 32167_bat_3 7515_spider_10
11839_spider_20 16564_spider_18 23419_spider_42 28786_spider_43 4059_spider_22 8842_spider_2
12479_spider_44 16619_spider_33 23740_spider_41 29345_spider_31 473_spider_27 9334_spider_48
12883_spider_36 17832_spider_1 23865_spider_45 2968_spider_29 5148_spider_46 barrel_of_apples
12932_bat_4 18703_spider_23 25163_spider_47 29836_spider_32 5598_spider_6
13175_spider_21 19531_spider_3 25205_spider_30 30128_spider_7 5825_spider_17
14015_spider_8 2005_bat_5 2522_spider_13 30891_bat_2 6540_spider_25
1438_spider_15 21755_spider_5 25586_spider_9 31494_spider_24 6617_spider_38

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

~/Castle/Cellar
[mission 8] $ *spider*
10072_spider_34: command not found

~/Castle/Cellar
[mission 8] $ *i*
10072_spider_34: command not found

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

~/Castle/Cellar
[mission 8] $ ls
10841_bat_1 12932_bat_4 2005_bat_5 30891_bat_2 32167_bat_3 barrel_of_apples

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

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



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

Mission goal

The spiders are getting clever: they found a way to hide.
Get rid of all the spiders that are hiding in the cellar without disturbing 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.

Remark
The wildcards "*" and "?" don't see hidden files, you need to add an explicit dot at
the start of the pattern.
```

MISSIONE 9: eliminazione file nascosti in blocco

```
~/Castle/Cellar
[mission 9] $ ls -a
.
..
.10686_spider_3
.10714_spider_17
10841_bat_1
.11064_spider_42
.12017_spider_22
12932_bat_4
.13166_spider_26
.13251_spider_48
.13846_spider_12
.14981_spider_27
.16531_spider_18
.16693_spider_29
.16768_spider_32
.16843_spider_5
.17029_spider_1
.1808_spider_40
.19872_bat_3
2005_bat_5
.20626_spider_46
.20746_spider_44
.20997_spider_6
.21353_spider_30
.21414_spider_28
.21690_spider_20
.21927_spider_10
.223_spider_47
.22838_spider_34
.24246_spider_38
.24407_spider_14
.25051_spider_39
.25889_spider_16
.26672_spider_31
.2671_spider_36
.26825_bat_4
.27813_spider_21
.29517_spider_43
.2969_bat_5
.29749_spider_33
30891_bat_2
.30956_spider_9
.31023_spider_4
32167_bat_3
.32308_bat_2
.32438_spider_7
.4545_spider_35
.4772_spider_50
.4818_spider_13
.4839_spider_23
.5028_spider_41
.5084_spider_25
.5104_spider_45
.5316_spider_8
.541_spider_15
.5660_spider_49
.6562_spider_24
.7030_spider_19
.8380_spider_11
.8725_bat_1
.8749_spider_2
.930_spider_37
barrel_of_apples

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

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

~/Castle/Cellar
[mission 9] $ rm -A *i*
rm: invalid option -- 'A'
Try 'rm --help' for more information.

~/Castle/Cellar
[mission 9] $ rm *i* -A
rm: invalid option -- 'A'
Try 'rm --help' for more information.

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

~/Castle/Cellar
[mission 9] $ ls -A
10841_bat_1
12932_bat_4
19872_bat_3
2005_bat_5
26825_bat_4
2969_bat_5
30891_bat_2
32167_bat_3
32308_bat_2
8725_bat_1
barrel_of_apples

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

Congratulations, mission 9 has been successfully completed!
```

```
~/Castle/Great_hall
[mission 10] $ gsh goal

(0) >===== (0)
  )
  ) 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".
  )
  ) =====
(0) >===== (0)
  )
```

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

~/Castle/Great_hall
[mission 10] $ gsh chack
Error: unknown gsh command 'chack'.
Use one of the following commands:  check, goal, help, reset

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

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