

## Progetto di fine Modulo M2

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### GAMESHELL

In questo gioco educativo su terminale l'obbiettivo è imparare a muoversi all'interno della shell.

LIVELLO 1: “Go to the top of the main tower of the castle”

```
[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!
```

Utilizzando il comando `ls` possiamo vedere che cosa abbiamo di fronte e dove poter indirizzarmi utilizzando il comando `cd` per arrivare all'obbiettivo, ovvero la torre principale del castello.

*LIVELLO 2: “Go to the castle’s cellar”*

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

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd -
/home/pireddone/gameshell/World/Castle/Main_tower/First_floor/Second_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd -
/home/pireddone/gameshell/World/Castle/Main_tower/First_floor/Second_floor/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
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
Castle Forest Garden Mountain Stall

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

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

In questo livello ho utilizzato la ~ per poter tornare indietro e andare verso la cantina del castello.

### LIVELLO 3: “Go to the Throne Room”

```
[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.

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

In questo livello il gioco mi chiede di andare al percorso iniziale e andare al *Throne\_room* utilizzando due comandi. Naturalmente prima sono andato alla ricerca del trono esplorando un po' il castello.

### LIVELLO 4:

```
~/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!
```

In questo livello il gioco mi richiede di creare qualche directory come *Hut* o *Chest*.

*LIVELLO 5: Remove the spiders*

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

~
[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

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

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

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

Congratulations, mission 5 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

*LIVELLO 6: Move the coins*

```
~/Forest/Hut
[mission 6] $ cd

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

~
[mission 6] $ cd Garden

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

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

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

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

~/Garden
[mission 6] $ gsh check

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

*LIVELLO 7: Move the hidden coins*

```
~/Garden
[mission 7] $ cd

~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -A
.60543_coin_1 .8269_coin_2 .9157_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .6043_coin_1 ~/Forest/Hut/Chest
mv: cannot stat '.6043_coin_1': No such file or directory

~/Garden
[mission 7] $ mv coin_1 ~/Forest/Hut/Chest
mv: cannot stat 'coin_1': No such file or directory

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

~/Garden
[mission 7] $ ls -A
.60543_coin_1 .8269_coin_2 .9157_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .60543_coin_1 .8269_coin_2 .9157_coin_3 .. /Forest/Hut/Chest

~/Garden
[mission 7] $ gsh check

Congratulations, mission 7 has been successfully completed!
```

### LIVELLO 8: Remove the spiders, again.

```
~/Garden
[mission 8] $ cd

~

[mission 8] $ cd Castle/Cellar

~/Castle/Cellar
[mission 8] $ ls
12097_spider_16 14467_spider_13 19320_spider_4 22290_spider_3 28148_bat_3 32607_spider_1 7289_spider_22
12595_spider_25 15448_spider_49 19667_spider_39 22627_spider_18 30561_spider_37 3409_spider_30 7333_spider_10
1286_spider_50 15733_bat_5 19710_spider_5 23190_spider_44 30701_spider_40 3519_spider_43 7446_spider_19
13690_spider_11 1595_spider_15 20060_spider_20 23815_spider_45 30983_spider_36 4590_bat_4 7575_spider_29
13846_spider_2 16375_spider_35 20439_bat_1 26136_spider_7 31357_spider_8 4627_spider_47 7759_spider_14
13903_spider_17 17537_spider_48 2094_spider_32 26565_bat_2 3137_spider_42 6341_spider_12 8425_spider_31
14015_spider_46 18426_spider_26 21516_spider_21 26638_spider_27 32336_spider_33 6400_spider_38 8611_spider_34
14103_spider_23 18835_spider_24 22130_spider_41 27874_spider_6 32478_spider_28 6756_spider_9 barrel_of_apples

~/Castle/Cellar
[mission 8] $ ls -a
.
.. 14103_spider_23 19320_spider_4 22627_spider_18 30701_spider_40 4590_bat_4 7759_spider_14
.. 14467_spider_13 19667_spider_39 23190_spider_44 30983_spider_36 4627_spider_47 8425_spider_31
12097_spider_16 15448_spider_49 19710_spider_5 23815_spider_45 31357_spider_8 6341_spider_12 8611_spider_34
12595_spider_25 15733_bat_5 20060_spider_20 26136_spider_7 3137_spider_42 6400_spider_38 barrel_of_apples
1286_spider_50 1595_spider_15 20439_bat_1 26565_bat_2 32336_spider_33 6756_spider_9
13690_spider_11 16375_spider_35 2094_spider_32 26638_spider_27 32478_spider_28 7289_spider_22
13846_spider_2 17537_spider_48 21516_spider_21 27874_spider_6 32607_spider_1 7333_spider_10
13903_spider_17 18426_spider_26 22130_spider_41 28148_bat_3 3409_spider_30 7446_spider_19
14015_spider_46 18835_spider_24 22290_spider_3 30561_spider_37 3519_spider_43 7575_spider_29

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

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

In questa parte mi fa utilizzare gli \* per poter eliminare più file contemporaneamente che contengono quella parola (\*spider\*).

### LIVELLO 9: Spiders again

```
~/Castle/Cellar
[mission 9] $ ls -A
.10771_spider_31 .14927_spider_42 .21454_spider_26 .26414_spider_6 .28679_spider_22 .31257_bat_4 .6825_spider_13
.11008_spider_1 .15248_spider_35 .23377_spider_3 26565_bat_2 .28931_spider_18 .31996_spider_27 .8497_spider_10
.11059_spider_14 15733_bat_5 .23878_spider_38 .27476_spider_28 .29393_bat_2 .383_spider_44 .8503_spider_8
.11307_spider_19 .15969_spider_17 .23934_spider_34 .27479_spider_11 .29406_spider_2 4590_bat_4 .8620_spider_47
.11983_spider_32 .18790_spider_21 .24295_bat_1 .27993_spider_37 .29428_spider_23 .5184_spider_40 .939_spider_43
.12410_spider_41 .18903_spider_50 .24870_bat_3 28148_bat_3 .29509_spider_36 .5574_spider_39 .9716_spider_15
.12810_spider_7 .19894_spider_29 .24975_spider_46 .28239_spider_9 .30400_spider_30 .576_spider_49 barrel_of_apples
.14740_spider_4 20439_bat_1 .25387_spider_48 .2836_spider_24 .30480_spider_16 .6050_spider_33
.14852_spider_5 .20932_spider_12 .255_bat_5 .28612_spider_20 .31111_spider_45 .6636_spider_25

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

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

~/Castle/Cellar
[mission 9] $ ls -a
. 15733_bat_5 .24295_bat_1 .255_bat_5 28148_bat_3 .31257_bat_4 barrel_of_apples
.. 20439_bat_1 .24870_bat_3 26565_bat_2 .29393_bat_2 4590_bat_4

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

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

## LIVELLO 10: Standard

```
~/Castle/Great_hall
[mission 10] $ ls -a
./ .. 26646_suit_of_armour 40089_stag_head 7506_decorative_shield standard_1 standard_2 standard_3 standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1 ~Forest/Hut/Chest
cp: cannot create regular file '~Forest/Hut/Chest': No such file or directory

~/Castle/Great_hall
[mission 10] $ cp standard_1 ../../Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ cp standard_2 ../../Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ cp standard_3 ../../Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ cp standard_4 ../../Forest/Hut/Chest

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

## LIVELLO 11: Tapestry

```
~/Castle/Great_hall
[mission 11] $ ls
11983_stag_head 35413_tapestry_10 41416_tapestry_02 55377_tapestry_03 65127_tapestry_05 standard_3
19319_tapestry_09 38114_tapestry_08 44077_tapestry_01 56649_decorative_shield standard_1 standard_4
32338_tapestry_06 40341_tapestry_07 46074_tapestry_04 61979_suit_of_armour standard_2

~/Castle/Great_hall
[mission 11] $ cp *tapestry* ../../Forest/Hut/Chest

~/Castle/Great_hall
[mission 11] $ gsh check

Congratulations, mission 11 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

## LIVELLO 12: Painting

```
~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-rw-r-- 1 pireddone pireddone 1054 Nov 24 2003 painting_JMNEZLsL
-rw-rw-r-- 1 pireddone pireddone 1503 Dec 22 2010 painting_QEeImNdd
-rw-rw-r-- 1 pireddone pireddone 1455 Aug 8 1985 painting_xiSVXAkP
drwxrwxr-x 3 pireddone pireddone 4096 Nov 16 20:35 Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_xiSVXAkP ../../Forest/Hut/Chest

~/Castle/Main_tower/First_floor
[mission 12] $ gsh check

Congratulations, mission 12 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

LIVELLO 13: Nostradamus & 21.12.2028

| Su      | Mo | Tu | We | Th | Fr | Sa | Su       | Mo | Tu | We | Th | Fr | Sa | Su        | Mo | Tu | We | Th | Fr | Sa |   |
|---------|----|----|----|----|----|----|----------|----|----|----|----|----|----|-----------|----|----|----|----|----|----|---|
|         |    |    |    |    |    | 1  |          |    |    | 1  | 2  | 3  | 4  | 5         |    |    |    | 1  | 2  | 3  | 4 |
| 2       | 3  | 4  | 5  | 6  | 7  | 8  | 6        | 7  | 8  | 9  | 10 | 11 | 12 | 5         | 6  | 7  | 8  | 9  | 10 | 11 |   |
| 9       | 10 | 11 | 12 | 13 | 14 | 15 | 13       | 14 | 15 | 16 | 17 | 18 | 19 | 12        | 13 | 14 | 15 | 16 | 17 | 18 |   |
| 16      | 17 | 18 | 19 | 20 | 21 | 22 | 20       | 21 | 22 | 23 | 24 | 25 | 26 | 19        | 20 | 21 | 22 | 23 | 24 | 25 |   |
| 23      | 24 | 25 | 26 | 27 | 28 | 29 | 27       | 28 | 29 |    |    |    |    | 26        | 27 | 28 | 29 | 30 | 31 |    |   |
| 30      | 31 |    |    |    |    |    |          |    |    |    |    |    |    |           |    |    |    |    |    |    |   |
| April   |    |    |    |    |    |    | May      |    |    |    |    |    |    | June      |    |    |    |    |    |    |   |
| Su      | Mo | Tu | We | Th | Fr | Sa | Su       | Mo | Tu | We | Th | Fr | Sa | Su        | Mo | Tu | We | Th | Fr | Sa |   |
|         |    |    |    |    |    | 1  |          |    | 1  | 2  | 3  | 4  | 5  | 6         |    |    |    | 1  | 2  | 3  |   |
| 2       | 3  | 4  | 5  | 6  | 7  | 8  | 7        | 8  | 9  | 10 | 11 | 12 | 13 | 4         | 5  | 6  | 7  | 8  | 9  | 10 |   |
| 9       | 10 | 11 | 12 | 13 | 14 | 15 | 14       | 15 | 16 | 17 | 18 | 19 | 20 | 11        | 12 | 13 | 14 | 15 | 16 | 17 |   |
| 16      | 17 | 18 | 19 | 20 | 21 | 22 | 21       | 22 | 23 | 24 | 25 | 26 | 27 | 18        | 19 | 20 | 21 | 22 | 23 | 24 |   |
| 23      | 24 | 25 | 26 | 27 | 28 | 29 | 28       | 29 | 30 | 31 |    |    |    | 25        | 26 | 27 | 28 | 29 | 30 |    |   |
| 30      |    |    |    |    |    |    |          |    |    |    |    |    |    |           |    |    |    |    |    |    |   |
| July    |    |    |    |    |    |    | August   |    |    |    |    |    |    | September |    |    |    |    |    |    |   |
| Su      | Mo | Tu | We | Th | Fr | Sa | Su       | Mo | Tu | We | Th | Fr | Sa | Su        | Mo | Tu | We | Th | Fr | Sa |   |
|         |    |    |    |    |    | 1  |          |    | 1  | 2  | 3  | 4  | 5  |           |    |    |    | 1  | 2  |    |   |
| 2       | 3  | 4  | 5  | 6  | 7  | 8  | 6        | 7  | 8  | 9  | 10 | 11 | 12 | 3         | 4  | 5  | 6  | 7  | 8  | 9  |   |
| 9       | 10 | 11 | 12 | 13 | 14 | 15 | 13       | 14 | 15 | 16 | 17 | 18 | 19 | 10        | 11 | 12 | 13 | 14 | 15 | 16 |   |
| 16      | 17 | 18 | 19 | 20 | 21 | 22 | 20       | 21 | 22 | 23 | 24 | 25 | 26 | 17        | 18 | 19 | 20 | 21 | 22 | 23 |   |
| 23      | 24 | 25 | 26 | 27 | 28 | 29 | 27       | 28 | 29 | 30 | 31 |    |    | 24        | 25 | 26 | 27 | 28 | 29 | 30 |   |
| 30      | 31 |    |    |    |    |    |          |    |    |    |    |    |    |           |    |    |    |    |    |    |   |
| October |    |    |    |    |    |    | November |    |    |    |    |    |    | December  |    |    |    |    |    |    |   |
| Su      | Mo | Tu | We | Th | Fr | Sa | Su       | Mo | Tu | We | Th | Fr | Sa | Su        | Mo | Tu | We | Th | Fr | Sa |   |
| 1       | 2  | 3  | 4  | 5  | 6  | 7  |          |    | 1  | 2  | 3  | 4  |    |           |    |    | 1  | 2  |    |    |   |
| 8       | 9  | 10 | 11 | 12 | 13 | 14 | 5        | 6  | 7  | 8  | 9  | 10 | 11 | 3         | 4  | 5  | 6  | 7  | 8  | 9  |   |
| 15      | 16 | 17 | 18 | 19 | 20 | 21 | 12       | 13 | 14 | 15 | 16 | 17 | 18 | 10        | 11 | 12 | 13 | 14 | 15 | 16 |   |
| 22      | 23 | 24 | 25 | 26 | 27 | 28 | 19       | 20 | 21 | 22 | 23 | 24 | 25 | 17        | 18 | 19 | 20 | 21 | 22 | 23 |   |
| 29      | 30 | 31 |    |    |    |    | 26       | 27 | 28 | 29 | 30 |    |    | 24        | 25 | 26 | 27 | 28 | 29 | 30 |   |
|         |    |    |    |    |    |    |          |    |    |    |    |    |    | 31        |    |    |    |    |    |    |   |

~/Castle/Main\_tower/First\_floor

[mission 13] \$ gsh check

What was the day of the week for the 12-21-2028?

- 1 : Monday
- 2 : Tuesday
- 3 : Wednesday
- 4 : Thursday
- 5 : Friday
- 6 : Saturday
- 7 : Sunday

Your answer: 4

Congratulations, mission 13 has been successfully completed!

## LIVELLO 14: Alias

## LIVELLO 15: “journal.txt”

```
~/Castle/Main_tower/First_floor
[mission 15] $ cd

~
[mission 15] $ cd Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 15] $ nano journal.txt

~/Forest/Hut/Chest
[mission 15] $ gsh check

Congratulations, mission 15 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

#### LIVELLO 16: Alias “journal”

```

~ [mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'
~
~ [mission 16] $ gsh check
Congratulations, mission 16 has been successfully completed!

```

### LIVELLO 17: “Spider Queen in 20 sec”

```

~/Castle/Cellar
[mission 17] $ ls -a
./          20439_bat_1   .255_bat_5   .29393_bat_2   barrel_of_apples
../         .24295_bat_1  26565_bat_2   .31257_bat_4   .Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX/
15733_bat_5 .24870_bat_3 28148_bat_3   4590_bat_4

~/Castle/Cellar
[mission 17] $ cd .\Lair_of_the_spider_queen\ BGNcILMBzqumumy0 vXmmamPnMVFkahUX\

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX
[mission 17] $ ls -a
./ .. cyPLiSzvjALQNNKj_spider_queen_lfDaAlZbgfJKIxZT YWEtePYykdYMShRz_baby_bat_DHTWTEGpnFWgdJYh

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX
[mission 17] $ rm cyPLiSzvjALQNNKj_spider_queen_lfDaAlZbgfJKIxZT

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX
[mission 17] $ gsh check
Perfect, it took you only 18 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!

```

### LIVELLO 18: “xeyes –xeyes &”

```

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX
[mission 18] $ xeyes
^C

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX
[mission 18] $ xeyes &
[1] 125426

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumy0 vXmmamPnMVFkahUX
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]

```

### LIVELLO 19: “Il gioco mi ha preso in giro”

Dopo mille tentativi in cui lanciavo i comandi *flamiro & flamiro & flamiro*, il pirotecnico non li vedeva perché alla fine non aggiungevo *gsh check* che attiva il controllo anche del pirotecnico. Livello non degno di screenshot.

### LIVELLO 20: “Carmiglio e la sequenza di 4 lettere”

### LIVELLO 21: “Find and move the copper coin”

```
|  
|-----+-----|  
| Use the command |  
| $ gsh help |  
| to get the list of "gsh" commands. |  
|-----+-----|  
  
~/Garden/Maze  
[mission 21] $ ls -a  
./ .. / 786a5aa53b9f62cc02d0fa260b00b/ bfab4f22c788209389998c7bcfd1ece/  
  
~/Garden/Maze  
[mission 21] $ tree  
.  
├── 786a5aa53b9f62cc02d0fa260b00b  
│   ├── 54cd8094ef39fa  
│   │   ├── a827e8493f51  
│   │   │   ├── dca4534031e9914044d2c  
│   │   │   └── a11ac0980f1cd651faded  
│   │   └── 06b0e8be465b05fb25693  
│   │       └── 00000_copper_coin_00000  
│   └── e9b5e2329865a38d6918e4364  
└── bfab4f22c788209389998c7bcfd1ece  
    ├── 42d8059cb241  
    │   ├── 6b4a1e3d57e5ad710cdc7  
    │   │   ├── a2dc1bd4ea  
    │   │   └── f4e2607121c4ee  
    │   └── 03a8bb025548  
    └── 155b596d1c22  
  
15 directories, 1 file  
  
~/Garden/Maze  
[mission 21] $ mv 786a5aa53b9f62cc02d0fa260b00b/a11ac0980f1cd651faded/06b0e8be465b05fb25693/00000_copper_coin_00000 ~/Forest/Hut/Chest  
  
~/Garden/Maze  
[mission 21] $ gsh check  
Congratulations, mission 21 has been successfully completed!
```

In questo livello il gioco mi fa esercitare con l'utilizzo dei percorsi e del comando `mv`.

### LIVELLO 22: “Find the silver coin”

```
~/Garden/Maze
[mission 22] $ tree
└── 7071727abb534cd2e74727
    ├── 1c8497192dc4e4206ad68cd9c6
    │   ├── 0f399f4b9bc93175ca068bf
    │   ├── 7991e4c29f3bed083fa978b4c8
    │   └── ed9155ca9bc403
    ├── 99f83f0f409cf1cdcf311dc6
    │   ├── 35a078cc9925f
    │   ├── 4d8a63a544a
    │   ├── ece96f69cbe9c7c7dda994fa080534
    │   ├── af943af76c70c8aa377
    │   ├── 02d0450453c9834826e6600bacb
    │   ├── 752c28d720cc97e1fee37cb93ca
    │   └── f5a8a3bbc598e813adb26de2183ed
    └── 71cce918
        ├── 0437f6cf61e28a
        │   ├── 14b1998de53ab434862d
        │   ├── b0521721e612b838fd2be929a66
        │   └── e1b85f1fee
        ├── 05b5e41b
        │   ├── 35b20ce4a2dfac94dc6
        │   ├── 67130e4c3aa94f104b9e9c8
        │   └── 8459563b6b
        └── dd7a153e
            ├── 4911307ed25209eeb7db8a
            ├── b95fa105d686bc26b4ce44
            └── fe0e2ec803f09665ee895621c
    └── adae6712e042650085393c423acc48c
        ├── 6bda36caa29d7dde
        │   ├── d639fa7bf
        │   ├── dddee641de2d3150136943977ec9d
        │   └── f0219a14
        ├── ac823d8dae2b06f328e6
        │   ├── 144219fd5ca4123cb286fc093d7
        │   ├── b947e31682328b
        │   └── 00000_silver_coin_00000
        └── c69266c5b47974754b97dda1ef04bf
            ├── aed65767cd564d46985f561ef4e3767
            ├── 335add6482b388a37f
            └── 6f301c63da86e
            └── f7e8e89fa6d7d7e8d
40 directories, 1 file

~/Garden/Maze
[mission 22] $ mv adae6712e042650085393c423acc48c/ac823d8dae2b06f328e6/b947e31682328b/00000_silver_coin_00000 ~/Forest/Hut/Chest
```

In questo livello si ripete la stessa dinamica del livello 21.

### LIVELLO 23: “Find the gold coin”

```

~/Garden/Maze
[mission 23] $ find -iname "*gold*"
./cbde805028cec/5fdbba66582c27/1f8357e04376db2e1213/gold_coin_1
./47ae7cdeeca4c3b1fd1e93127/4723efe65d9/3bc488e554dffbb9c478f91/GolD_CoiN_2

~/Garden/Maze
[mission 23] $ mv ./cbde805028cec/5fdbba66582c27/1f8357e04376db2e1213/gold_coin_1 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 23] $ mv ./47ae7cdeeca4c3b1fd1e93127/4723efe65d9/3bc488e554dffbb9c478f91/GolD_CoiN_2 ~/Forest/Hut/Chest

~/Garden/Maze
[mission 23] $ gsh check

Congratulations, mission 23 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]

```

In questo livello, attraverso la lettura del manuale del comando *find* riesco a trovare le due monete d'oro anche se sono scritte in maniera diversa grazie al comando *find -iname “\*gold\*”*.

*LIVELLO 24: L’ho fatto ma non ho fatto gli screen prima di chiudere.*

*LIVELLO 25: “Recipe”*

```

~/Mountain/Cave
[mission 25] $ ls
Book_of_potions/ servillus

~/Mountain/Cave
[mission 25] $ cat Book_of_potions/
cat: Book_of_potions/: Is a directory

~/Mountain/Cave
[mission 25] $ cat Book_of_potions/index
cat: Book_of_potions/index: No such file or directory

~/Mountain/Cave
[mission 25] $ nano Book_of_potions/

~/Mountain/Cave
[mission 25] $ cat Book_of_potions/table_of_contents
1. Transformation potion _____ pages 1-2
2. Elixir of youth _____ pages 3-4
3. Philter of love _____ page 5
4. Bottled death (powerful poison) _____ page 6
5. Herbal tea _____ page 7
6. Draft of invisibility _____ pages 7-8
7. Homeopathic healing potion (part 1) _____ pages 8-9
8. Homeopathic healing potion (part 2) _____ page 10
9. Homeopathic healing potion (part 3) _____ page 11
10. Toadstool stew _____ page 12
11. Distilled water _____ page 13
12. King's ale _____ Page 13

~/Mountain/Cave
[mission 25] $ tail -n 9 Book_of_potions/page_12
1) Boil water in a cauldron.
2) Add in a few death caps (Amanita phalloides).
3) Also add a few fly agarics (Amanita muscaria).
4) And some destroying angels (Amanita virosa).
5) Mix in a few deadly webcaps (Cortinarius rubellus).
6) Feel free to add in any colourful fungi you have on hand.
7) Let half of the water evaporate.
8) Season with a pinch of salt and a few herbs.
9) Serve hot in a bowl.

~/Mountain/Cave
[mission 25] $ gsh check

Congratulations, mission 25 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]

```

In questo livello l’obiettivo era di leggere a Servillus la ricetta dello stufato tranne il titolo con l’aiuto del comando *tail*.

*LIVELLO 26: “Transformation potion”*

```

~/Mountain/Cave
[mission 26] $ ls
Book_of_potions/ servillus

~/Mountain/Cave
[mission 26] $ cat Book_of_potions/table_of_contents
1. Transformation potion ----- pages 1-2
2. Elixir of youth ----- pages 3-4
3. Philter of love ----- page 5
4. Bottled death (powerful poison) ----- page 6
5. Herbal tea ----- page 7
6. Draft of invisibility ----- pages 7-8
7. Homeopathic healing potion (part 1) ----- pages 8-9
8. Homeopathic healing potion (part 2) ----- page 10
9. Homeopathic healing potion (part 3) ----- page 11
10. Toadstool stew ----- page 12
11. Distilled water ----- page 13
12. King's ale ----- Page 13

~/Mountain/Cave
[mission 26] $ cat Book_of_potions/page_01 Book_of_potions/page_02
vvvvvvvvvvvvvvvvvvvvv
Transformation potion
^^^^^^^^^^^^^^^^^^^^^
1) Boil water in a cauldron.
2) Add 3 measures of fluxweed to the cauldron.
3) Add 2 bundles of knotgrass to the cauldron.
4) Stir 4 times, clockwise.
5) Wave your wand then let potion brew for 80 minutes.
6) Add 4 leeches to the cauldron.
7) Crush 2 scoops of lacewing flies to a fine paste.
8) Add 2 measures of the crushed lacewings to the cauldron.
9) Heat for 30 seconds on a low heat.
10) Add 3 measures of boomslang skin to the cauldron.
11) Crush a bicorn horn into a fine powder.
12) Add 1 measure of the crushed horn to the cauldron.
13) Heat for 20 seconds at a high temperature.
14) Wave your wand then let potion brew for 24 hours.
15) Add 1 additional scoop of lacewings to the cauldron.
16) Stir 3 times, counter-clockwise.
17) Split potion into multiple doses, if desired.
18) Add a pieces of the person you wish to become.
19) Wave your wand to complete the potion.

~/Mountain/Cave
[mission 26] $ gsh check
ù
Congratulations, mission 26 has been successfully completed!
[ progress was saved in /home/pireddone/gameshell-save.sh ]

```

In questo livello mi insegna come aprire due pagine contemporaneamente.

## LIVELLO 27:

```
[mission 27] $ cat Book_of_potions/page_03 Book_of_potions/page_04
vvvvvvvvvvvvvvv
Elixir of youth
^^^^^^^^^^^^^^^
```

```
WARNING: **do not** drink if you are older than 30.
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.
```

```
~/Mountain/Cave
[mission 27] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -n 16
1) Fill a cauldron with used bath water.
2) Put a moderately large frog in the water.
3) Let the preparation rest overnight.
4) The next morning thank and free your little green friend.
5) Boil the water and add in a few sticks of oak tree.
6) Crush 5 river stones to a fine powder.
7) Mix in a third of the powder and stir vigorously.
8) Let the preparation rest for a day.
9) Add hairs from the tail of a squirrel (willingly given).
10) Add the remaining stone powder.
11) Stir the potion very vigorously, in all directions.
12) Take some time to rest after such an effort.
13) Rest a little bit more.
14) Even take a nap if you want.
15) Add a few larch tree needles for seasoning.
16) Drink the potion from the cauldron.
```

```
~/Mountain/Cave
[mission 27] $ gsh check

Congratulations, mission 27 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

In questo livello mi insegna come utilizzare il pipe “|” per dare due comandi. Prima apriamo le due pagine della ricetta, poi apriamo la ricetta ma diamo anche il comando di leggere le ultime 16 righe, tranne il titolo.

LIVELLO 28:

```
~/Mountain/Cave
[mission 28] $ cat Book_of_potions/page_13
vvvvvvvvvvvvvvvvv
Distilled water
^^^^^^^^^^^^^^^^^
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).
vvvvvvvvvvv
King's ale
^^^^^^^^^^^
1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.

~/Mountain/Cave
[mission 28] $ cat Book_of_potions/page_13 | head -n 6 | tail -n 3
1) Boil water in a big pot.
2) Condense the vapor in a fresh container.
3) Add minerals for a better taste (optional).

~/Mountain/Cave
[mission 28] $ gsh check

Congratulations, mission 28 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

In questo livello oltre a farmi riutilizzare il *tail* mi introduce all'utilizzo di *head*.

LIVELLO 29:

```
~/Mountain/Cave
[mission 29] $ ps
  PID TTY      TIME CMD
 6115 pts/0    00:00:00 zsh
 7090 pts/0    00:00:00 bash
 7146 pts/0    00:00:00 bash
26660 pts/0    00:00:00 spell
29496 pts/0    00:00:00 ps

~/Mountain/Cave
[mission 29] $ kill
          *#@*
&_**/~
!$-#
26660

~/Mountain/Cave
[mission 29] $ gsh check
Congratulations, mission 29 has been successfully completed!
[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

L'obiettivo della missione era quello di terminare la maledizione, individuandolo con *ps* e terminandolo con *kill*. Spiega anche come ripulire la schermata del terminale utilizzando *ctrl+l*.

### LIVELLO 30: “SIGKILL come John Wick”

```
PID TTY      TIME CMD
 6115 pts/0    00:00:00 zsh
 7090 pts/0    00:00:00 bash
 7146 pts/0    00:00:00 bash
29924 pts/0    00:00:00 spell
32561 pts/0    00:00:00 spell
 34405 pts/0    00:00:00 ps

~/Mountain/Cave
[mission 30] $ k
*#@*
&_**/~
!$-#
ill
*#@*
&_**/~
!$-#
-s 9
*#@*
&_**/~
!$-#
*#@*
&_**/~
!$-#
29924
~/Mountain/Cave
[mission 30] $
*#@*
&_**/~
!$-#
kill -s 9 3256
*#@*
&_**/~
!$-#
1
~/Mountain/Cave
[mission 30] $ gsh check
Congratulations, mission 30 has been successfully completed!
[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

In questo livello scopro che a volte il singolo comando lanciato con *kill* non basta, perciò nel manuale leggo e trovo il *SIGKILL* che termina immediatamente il processo, che in questo caso erano delle maledizioni.

### LIVELLO 31: “Kill the Imp’s spells”

```
~/Castle/Cellar
[mission 31] $ pstree -p 7146
bash(7146)---mischievous_imp(179438)---spell(179454)---sleep(183034)
           |           |
           |           +---spell(179455)---sh(183102)
           |           |
           |           +---spell(179456)---sleep(182962)
           |           |
           |           +---tail(179457)
           |
           +---nice_fairy(179437)---spell(179446)---sleep(183002)
                           |
                           +---spell(179447)---sleep(183100)
                           |
                           +---spell(179448)---sleep(182955)
                           |
                           +---tail(179449)
           |
           +---pstree(183114)

~/Castle/Cellar
[mission 31] $ kill -s 9 179454 179455 179456

~/Castle/Cellar
[mission 31] $ rm *coal*

~/Castle/Cellar
[mission 31] $ gsh check

Congratulations, mission 31 has been successfully completed!

[1]- Killed           "$GSH_TMP/$(gettext "nice_fairy")"
[2]+ Killed           "$GSH_TMP/$(gettext "mischievous_imp")"
[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

In questo livello (che ho dovuto rifare più volte perché non avevo capito che dovevo “killare” solo i sortilegi del demone (imp) e non della fata carina, ci mostra l’utilizzo di *pstree*.

### LIVELLO 32:

```
~
[mission 32] $ gsh check
82 + 55 = ?? 137
70 + 58 = ?? 128
80 + 71 = ?? 151
75 + 84 = ?? 159
17 + 53 = ?? 70

Congratulations, mission 32 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
```

In questo livello il mago ci porta a fare delle addizioni.

## LIVELLO 33:

```
[mission 33] $ cd
~
[mission 33] $ ls
Castle/ Forest/ Garden/ Mountain/ Stall/

~
[mission 33] $ cd Castle/
~/Castle
[mission 33] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/

~/Castle
[mission 33] $ cd Main_building/Library/
~/Castle/Main_building/Library
[mission 33] $ ls
Greek_Latin_and_other_modern_languages Mathematics_101 Merlin_s_office/
~/Castle/Main_building/Library
[mission 33] $ gsh check < Mathematics_101
54 * 15 = ?? 39 * 57 = ?? 80 * 77 = ?? 44 * 22 = ?? 13 * 15 = ?? 43 * 7 = ?? 30 * 26 = ?? 32 * 48 = ?? 74 * 42 = ?? 5 * 78 = ?? 56 *
68 = ?? 84 * 40 = ?? 66 * 21 = ?? 16 * 31 = ?? 50 * 43 = ?? 66 * 93 = ?? 13 * 98 = ?? 92 * 51 = ?? 96 * 68 = ?? 57 * 48 = ?? 35 * 9
0 = ?? 8 * 29 = ?? 66 * 85 = ?? 11 * 6 = ?? 50 * 22 = ?? 74 * 49 = ?? 31 * 19 = ?? 35 * 25 = ?? 51 * 21 = ?? 64 * 51 = ?? 47 * 83 =
?? 66 * 81 = ?? 3 * 51 = ?? 99 * 38 = ?? 7 * 44 = ?? 71 * 51 = ?? 5 * 38 = ?? 53 * 64 = ?? 54 * 58 = ?? 76 * 27 = ?? 35 * 100 = ?? 7
1 * 96 = ?? 17 * 54 = ?? 82 * 60 = ?? 59 * 6 = ?? 90 * 86 = ?? 5 * 43 = ?? 62 * 32 = ?? 29 * 96 = ?? 83 * 75 = ?? 15 * 8 = ?? 46 * 5
5 = ?? 7 * 62 = ?? 2 * 59 = ?? 2 * 63 = ?? 33 * 12 = ?? 75 * 94 = ?? 48 * 95 = ?? 22 * 42 = ?? 79 * 27 = ?? 37 * 26 = ?? 77 * 24 = ?
? 34 * 78 = ?? 46 * 46 = ?? 31 * 98 = ?? 100 * 82 = ?? 49 * 82 = ?? 19 * 87 = ?? 41 * 17 = ?? 88 * 33 = ?? 89 * 41 = ?? 60 * 41 = ???
2 * 48 = ?? 73 * 13 = ?? 88 * 32 = ?? 62 * 79 = ?? 2 * 22 = ?? 38 * 60 = ?? 62 * 61 = ?? 54 * 76 = ?? 90 * 74 = ?? 33 * 65 = ?? 1 *
16 = ?? 37 * 35 = ?? 96 * 9 = ?? 25 * 63 = ?? 33 * 59 = ?? 67 * 51 = ?? 5 * 58 = ?? 38 * 35 = ?? 61 * 92 = ?? 91 * 42 = ?? 55 * 64
= ?? 20 * 34 = ?? 6 * 64 = ?? 23 * 38 = ?? 84 * 53 = ?? 18 * 55 = ?? 56 * 17 = ?? 79 * 31 = ??
Congratulations, mission 33 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
While you are waiting, a duck swims by ...
```

In questo livello mi fa utilizzare il comando `gsh check < Mathematics_101` per risolvere delle moltiplicazioni utilizzando la libreria.

## LIVELLO 34:

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 34] $ ls
candle grimoire_13546 grimoire_17356 grimoire_19497 grimoire_24274 grimoire_27802 grimoire_31164 grimoire_6385
Drawer/ grimoire_14611 grimoire_17407 grimoire_19715 grimoire_24697 grimoire_27894 grimoire_31288 grimoire_6387
grimoire_10545 grimoire_14619 grimoire_1746 grimoire_19958 grimoire_25432 grimoire_27907 grimoire_31611 grimoire_6575
grimoire_10925 grimoire_14708 grimoire_17576 grimoire_20927 grimoire_25756 grimoire_28198 grimoire_31732 grimoire_7916
grimoire_11047 grimoire_15081 grimoire_17768 grimoire_20931 grimoire_25822 grimoire_28274 grimoire_32008 grimoire_8371
grimoire_11080 grimoire_15218 grimoire_18334 grimoire_21098 grimoire_26061 grimoire_28339 grimoire_32705 grimoire_882
grimoire_11357 grimoire_15637 grimoire_18527 grimoire_21285 grimoire_26072 grimoire_29490 grimoire_3298 grimoire_8821
grimoire_11536 grimoire_16259 grimoire_18741 grimoire_21723 grimoire_26461 grimoire_29826 grimoire_3743 grimoire_8915
grimoire_11877 grimoire_16346 grimoire_18807 grimoire_21953 grimoire_26634 grimoire_29837 grimoire_3845 grimoire_9185
grimoire_12327 grimoire_16355 grimoire_18908 grimoire_21955 grimoire_26834 grimoire_29892 grimoire_3905 grimoire_9225
grimoire_12590 grimoire_16406 grimoire_19222 grimoire_22165 grimoire_27403 grimoire_30063 grimoire_5065 grimoire_9910
grimoire_13145 grimoire_16644 grimoire_19346 grimoire_22246 grimoire_27572 grimoire_30624 grimoire_5081 grimoire_5379
grimoire_13271 grimoire_17189 grimoire_19446 grimoire_23235 grimoire_27606 grimoire_3092 grimoire_5379
grimoire_13546 grimoire_17356 grimoire_19497 grimoire_24274 grimoire_27802 grimoire_31164 grimoire_6385
grimoire_14611 grimoire_17407 grimoire_19715 grimoire_24697 grimoire_27894 grimoire_31288 grimoire_6387

~/Castle/Main_building/Library/Merlin_s_office
[mission 34] $ ls gr*
grimoire_10545 grimoire_14619 grimoire_1746 grimoire_19958 grimoire_25432 grimoire_27907 grimoire_31611 grimoire_6575
grimoire_10925 grimoire_14708 grimoire_17576 grimoire_20927 grimoire_25756 grimoire_28198 grimoire_31732 grimoire_7916
grimoire_11047 grimoire_15081 grimoire_17768 grimoire_20931 grimoire_25822 grimoire_28274 grimoire_32008 grimoire_8371
grimoire_11080 grimoire_15218 grimoire_18334 grimoire_21098 grimoire_26061 grimoire_28339 grimoire_32705 grimoire_882
grimoire_11357 grimoire_15637 grimoire_18527 grimoire_21285 grimoire_26072 grimoire_29490 grimoire_3298 grimoire_8821
grimoire_11536 grimoire_16259 grimoire_18741 grimoire_21723 grimoire_26461 grimoire_29826 grimoire_3743 grimoire_8915
grimoire_11877 grimoire_16346 grimoire_18807 grimoire_21953 grimoire_26634 grimoire_29837 grimoire_3845 grimoire_9185
grimoire_12327 grimoire_16355 grimoire_18908 grimoire_21955 grimoire_26834 grimoire_29892 grimoire_3905 grimoire_9225
grimoire_12590 grimoire_16406 grimoire_19222 grimoire_22165 grimoire_27403 grimoire_30063 grimoire_5065 grimoire_9910
grimoire_13145 grimoire_16644 grimoire_19346 grimoire_22246 grimoire_27572 grimoire_30624 grimoire_5081 grimoire_5379
grimoire_13271 grimoire_17189 grimoire_19446 grimoire_23235 grimoire_27606 grimoire_3092 grimoire_5379
grimoire_13546 grimoire_17356 grimoire_19497 grimoire_24274 grimoire_27802 grimoire_31164 grimoire_6385
grimoire_14611 grimoire_17407 grimoire_19715 grimoire_24697 grimoire_27894 grimoire_31288 grimoire_6387

~/Castle/Main_building/Library/Merlin_s_office
[mission 34] $ cat Drawer/inventory.txt
grimoire_10545
grimoire_10925
grimoire_11047
grimoire_11080
grimoire_11357
grimoire_11536
grimoire_11877
grimoire_12327
grimoire_12590
grimoire_13145
grimoire_13271
grimoire_13546
grimoire_14611
```

```
grimoire_29826
grimoire_29837
grimoire_29892
grimoire_30063
grimoire_30624
grimoire_3092
grimoire_31164
grimoire_31288
grimoire_31611
grimoire_31732
grimoire_32008
grimoire_32705
grimoire_3298
grimoire_3743
grimoire_3845
grimoire_3905
grimoire_5065
grimoire_5081
grimoire_5379
grimoire_6385
grimoire_6387
grimoire_6575
grimoire_7916
grimoire_8371
grimoire_882
grimoire_8821
grimoire_8915
grimoire_9185
grimoire_9225
grimoire_9910

~/Castle/Main_building/Library/Merlin_s_office
[mission 34] $ gsh check

Congratulations, mission 34 has been successfully completed!

[ progress was saved in /home/pireddone/gameshell-save.sh ]
While you are waiting, a spider crawls by ...
```

In questo livello ci fa spostare dei libri in una lista chiamata “inventory.txt”.

## LIVELLO 35:

```
grimoire_gtcrUjieodmVnHbDVwKtOdDhq  
grimoire_gVvKHoWrlVZyZHnsmpGheYbx  
grimoire_hqzYwkowomIWRSb  
grimoire_hoLLsvbpctBxSuAVN  
grimoire_hQuwcMHEEkWXWdTqenyAiynWmVT  
grimoire_hQyhzwuajuOcgj  
grimoire_IBYDZhUzLGPZDQ0WxCuEAPN  
grimoire_IdoycaZIVKghGAYfHEOjzBRiYbAiST  
grimoire_IDVLuQkwhJGqdSNaCt  
grimoire_ihyoGkfdkoofgVITEf  
grimoire_iJEHuKuwBTUqeVBigsNAGFBzrLSzt  
grimoire_iNCgMFTfxbWJZJZEE  
grimoire_jEdqDWxrGHZwJdvPAt  
  
~/Castle/Main_building/Library/Merlin_s_office  
[mission 35] $ grep "gsh" -i -l grimoire* 2> /dev/null  
grimoire_AmuFetPM  
grimoire_EBmMcPihgHYrb  
grimoire_eRPNeeKbFYCKAvnZrrfaVxstdI  
grimoire_GKcpHUCsRPctPlg  
grimoire_gKtyeIELcuIzHYbl  
grimoire_GMEKeprQmQZk  
grimoire_hQuwcMHEEkWXWdTqenyAiynWmVT  
grimoire_hQyhzwuajuOcgj  
grimoire_iNCgMftFxWJZJZEE  
grimoire_KzetQfsUPerseYC  
grimoire_ntmoYFnAYLcThKAwZEyqxoejtrf  
grimoire_OvbKrOOTmQKyxtNSPofqQfMgUquqn0  
grimoire_PjNDVXSi  
grimoire_ppxIlyArxHxsQE  
grimoire_qiyZyCjtEefLT  
grimoire_rSBmqhdadg0gTMgdDtNwCxbsNUKO  
grimoire_sDXLttjFJ  
grimoire_siGXoPznhNhD  
grimoire_tJfqXAZhnsavZH  
grimoire_TqHdEfSbEHIiiBxZYzToGB  
grimoire_UowMyhcJFMK  
grimoire_vKptvWmZqlRKZQICwiYPvFPcKg  
grimoire_voJYxSWOzoZbsCBSJitLoJThu  
grimoire_VRsVZxcbbnQWEvlMSiWvRUukxlQYNi  
grimoire_vyDrCUPhdbWpjSqnCgPfrTAbJjZX  
grimoire_ynRLKBhNbaFOsal  
grimoire_zlQcUDoNUGjz  
  
~/Castle/Main_building/Library/Merlin_s_office  
[mission 35] $ gsh check  
  
Congratulations, mission 35 has been successfully completed!
```

Ho cercato la stringa “gsh” nei file che iniziano per grimoire, ignorando le maiuscole e le minuscole, mostrando solo i nomi dei file che la contengono. I restanti file vengono ignorati.

### Competenze ottenute:

GameShell mi ha permesso di imparare i comandi principali della shell in modo pratico e divertente.

La struttura a missioni aiuta a comprendere concetti che normalmente richiederebbero più tempo e teoria.

### Comandi utilizzati:

- *ls, cd, pwd;*
- *rm, mv, mkdir*
- *head, tail*
- *grep, find*
- *ps, pstree, kill*
- *xeyes, jobs, bg, &*
- *man, less*

