

## Progetto di fine Modulo M2

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### GAMESHELL

In questo gioco educativo su terminale l'obiettivo 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'obiettivo, 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

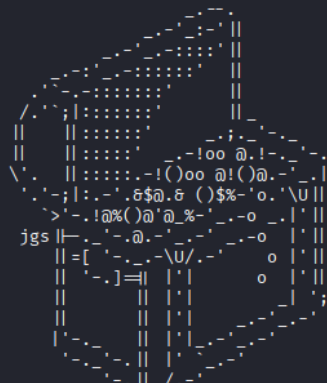
[use 'gsh help' to get a list of available commands]
[mission 3] $ cd Castle/Main_building/Throne_room

[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
ù

~/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
.
..
12097_spider_16 14467_spider_13 19667_spider_39 23190_spider_44 30983_spider_36 4627_spider_47 8425_spider_31
12595_spider_25 15448_spider_49 19710_spider_5 23815_spider_45 31357_spider_8 6341_spider_12 8611_spider_34
1286_spider_50 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

```
~/Castle/Main_tower/First_floor
[mission 14] $ ls -A
.nice_rock  painting_JMNEZLsL  painting_QEeImNdd  painting_xiSVXAkp  Second_floor/

~/Castle/Main_tower/First_floor
[mission 14] $ alias ls='ls -A'

~/Castle/Main_tower/First_floor
[mission 14] $ alias la='ls -A'

~/Castle/Main_tower/First_floor
[mission 14] $ cat .nice_rock
.
      ,
     / \
    /   \
   /     \
  /       \
 /         \
/           \
- /-----\ -
  \         /
   \       /
    \     /
     \   /
      \ /
       '
Donovan Bake

~/Castle/Main_tower/First_floor
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!

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

#### 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 BGNcILMBzqumumyO vXmmamPnMVfKahUX/
15733_bat_5 .24870_bat_3 28148_bat_3 4590_bat_4

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ BGNcILMBzqumumyO vXmmamPnMVfKahUX/

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumyO vXmmamPnMVfKahUX
[mission 17] $ ls -a
./  ../  cyPLiSZvjALQNNKj_spider_queen_lfDaAlZbgfJKIxZT  YWEtePYkdYMSHRz_baby_bat_DHTWTEGpnFWgdJYh

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumyO vXmmamPnMVfKahUX
[mission 17] $ rm cyPLiSZvjALQNNKj_spider_queen_lfDaAlZbgfJKIxZT

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumyO 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 BGNcILMBzqumumyO vXmmamPnMVfKahUX
[mission 18] $ xeyes
^C

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumyO vXmmamPnMVfKahUX
[mission 18] $ xeyes &
[1] 125426

~/Castle/Cellar/.Lair_of_the_spider_queen BGNcILMBzqumumyO 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
│   │   ├── 7991e4c29f3bed0b83fa978b4c8
│   │   └── ed9155ca9bc403
│   ├── 99f83f0f409cf1cdcf311dc6
│   │   ├── 35a078cc9925f
│   │   ├── 4d8a63a544a
│   │   └── ece96f69cbe9c7c7dda994fa080534
│   └── af943af76c70c8aa377
│       ├── 02d0450453c9834826e6600baccb
│       ├── 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/5fdb66582c27/1f8357e04376db2e1213/gold_coin_1
./47ae7cdeeca4c3b1fd1e93127/4723efe65d9/3bc488e554dffbb9c478f91/Gold_Coin_2

~/Garden/Maze
[mission 23] $ mv ./cbde805028cec/5fdb66582c27/1f8357e04376db2e1213/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
vvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
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
vvvvvvvvvvvvvvvvvv
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
vvvvvvvvvvvvvvvv
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).
vvvvvvvvvv
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
      *#@*
      8_**/~
      !$-#

ill
      *#@*
      8_**/~
      !$-#

-s 9
      *#@*
      8_**/~
      !$-#

      *#@*
      8_**/~
      !$-#

29924
~/Mountain/Cave
[mission 30] $
      *#@*
      8_**/~
      !$-#

kill -s 9 3256
      *#@*
      8_**/~
      !$-#

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/piredone/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/piredone/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_13271 grimoire_17189 grimoire_19446 grimoire_23235 grimoire_27606 grimoire_3092 grimoire_5379

~/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_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+ > Drawer/inventory.txt

~/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_gtrUjieodmVnHbDVwKtOdDhq    grimoire_peDKqPsHiyJKERJJpyEbBL    grimoire_VRkfSVJct
grimoire_gVvKH0wrlVZyZHnsmpGheYbx    grimoire_PjNDVXSj                    grimoire_VRsVZXcbbnQWEVLMSiWvRUukxlQYNi
grimoire_hhqZywkwonmIWRsb              grimoire_ppxIlyArxHxsQE              grimoire_vWuMnZxWBCiogAXRHXWazl
grimoire_hoLlsvbpcTbxSuAVN              grimoire_PXjUGDeFVXLXwYlxcFWMPt     grimoire_vyDrCUPhdbWpjsQnCgPfrTABjZX
grimoire_hQuwcMHEEKWXWdTqenyAiyWmVT    grimoire_qeXvhgrfQEPmQaPEXowkio     grimoire_WAAevTBbNPZzPweM0tszU
grimoire_hQyhzwuaajuOcgj               grimoire_QFEjJNoHQEjnnK             grimoire_XkakCDqtxmVWTVESjJPV
grimoire_IBYzDhUzLGPZDQOWxLCuEAPN       grimoire_QgqjZfyptGZpFkeTVzV        grimoire_XLrR0dvcOjPjqSjJkV
grimoire_IdoycaZIVKGhGAYfHEOJzBRiYbAIST grimoire_qiyZyCjtEefLT               grimoire_YJMgpErrlGpxsLpZndwVJMBRltMcSq
grimoire_IDVLuQkwghJGqdSNaCt            grimoire_qPbxAaPkAvDg               grimoire_ylxaaBlVjwQmCfd
grimoire_ihyoGkfdkoofgVITEf            grimoire_rjmgukcKQBMZ0l             grimoire_ynRLKBhNbaF0sal
grimoire_iJEHuKuWBTUQeVBigsNAGFBZrLSZt grimoire_roYUCQzGGuHXXKUPSluoLVclUyFYCKtv grimoire_ZbbLTvFIGZtUHBBERNkIexX
grimoire_iNCgMfTFxbWJZJZEE             grimoire_RPFNeFqzpcXfMEIvhrJcNsuVKny grimoire_ZlQcUDoNUGjz
grimoire_jEdqDWxrGHZwJdVpAt            grimoire_rSBmqhdadgOgTMgdDtNwCXbsNUKO grimoire_zzthLTkoFkmPIwJRkmtq

~/Castle/Main_building/Library/Merlin_s_office
[mission 35] $ grep "gsh" -i -l grimoire* 2> /dev/null
grimoire_AmuFetPM
grimoire_EBmMcpIhgHYRfb
grimoire_eRPneEKBvFYCKAvnZrrfaVxstdI
grimoire_GKcphUCsRPctPlg
grimoire_gKtyeIELcuIzHYbl
grimoire_GMEKeprQmQZk
grimoire_hQuwcMHEEKWXWdTqenyAiyWmVT
grimoire_hQyhzwuaajuOcgj
grimoire_iNCgMfTFxbWJZJZEE
grimoire_KzetQfsUPerSeYC
grimoire_ntmOyFnAYLcThKAwZEyqxoejtrf
grimoire_OvbKr00TmKyxtNSPoFqQfMgUquqnO
grimoire_PjNDVXSj
grimoire_ppxIlyArxHxsQE
grimoire_qiyZyCjtEefLT
grimoire_rSBmqhdadgOgTMgdDtNwCXbsNUKO
grimoire_sDXLTtjFJ
grimoire_siGXoPzhnNhD
grimoire_tJfqXAZnhsavZH
grimoire_TqHdEfsPBeHFIiBxZYzToGB
grimoire_UowMyhcJFMK
grimoire_vKptvWmZqLRkZQICwiYPvFPcKg
grimoire_VoJYxSWQZoZbsCBSJitLoJThu
grimoire_VRsVZXcbbnQWEVLMSiWvRUukxlQYNi
grimoire_vyDrCUPhdbWpjsQnCgPfrTABjZX
grimoire_ynRLKBhNbaF0sal
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*

