

```
[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.

```
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell/World/Castle
[mission 2] $ ls
Cellar Great_hall Main_building Main_tower Observatory
[mission 2] $ cd Cellar
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar
[mission 2] $ gsh check
```

Congratulations, mission 2 has been successfully completed!

```
[mission 1] $ gsh goal
```

```

      ^
(0)====> <====(0)
      v
      (
      ) 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.
      )
      (
      )
      ^
(0)====> <====(0)
      v
```

```
[mission 1] $ pwd
/home/kali/gameshell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd Castle
[mission 1] $ pwd
/home/kali/gameshell/World/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] $ Second_floor
Second_floor: command not found
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_floor
bash: cd: Top_of_the_floor: No such file or directory
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check
```

```
Congratulations, mission 1 has been successfully completed!
```

```

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

```

Congratulations, mission 3 has been successfully completed!

From now on, the current location will be shown just before the command prompt.

```

    /.';|:::~::~||
||  ||:::~::~||
||  ||:::~::~||-oo @.-'
\'  ||:::~::~!()oo @!()@.-'
'.-'-;|.-'$.@.@.$%-o.\U|
>'-.!@%()@'@.-'-o.|'
jgs |'-.-@.-'-o.|'
|=[ '-.]==|'|'
      o '|'
```

```
~/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 Forest
bash: cd: Forest: No such file or directory
```

```
~/Castle/Main_building/Throne_room
[mission 4] $ pwd
/home/kali/gameshell/World/Castle/Main_building/Throne_room
```

```
~/Castle/Main_building/Throne_room
[mission 4] $ cd
```

```
~
[mission 4] $ pwd
/home/kali/gameshell/World
```

```
~
[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!
```

```
~/Forest/Hut
[mission 5] $ gsh goal
```

```

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

```
~/Forest/Hut
[mission 5] $ cd
```

```
~
[mission 5] $ pwd
/home/kali/gameshell/World
```

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

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

```
~/Castle
[mission 5] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory
```

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

```
~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples  bat_1  bat_2  spider_1  spider_2  spider_3
```

```
~/Castle/Cellar
[mission 5] $ rm spider_1
```

```
~/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!
```