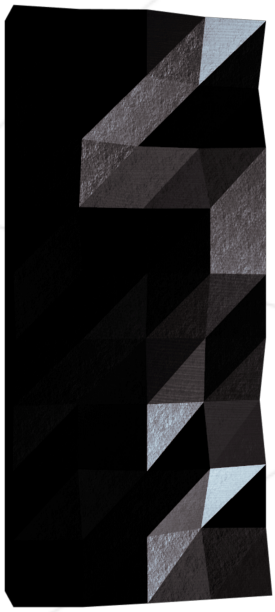

Discovery Piscine

(Optional) Cell 0-5

Summary: In this cell we see how to use the shell.

Version: 3

Contents

Chapter I

A word about this Discovery Piscine

Welcome !

You will begin the first cell of this discovery Piscine of computer programming. We want to both show you what the code is that makes up the software you use every day, and at the same time experience peer-learning, an educational model of 42.

Programming involves logic (not math). It provides you with elementary bricks, which you assemble as you wish. There is never THE solution to a problem. There will be your solution, there will be those of each of your neighbors. Slow or fast, ugly or beautiful, if that gets the job done, that's all it takes! This assembly of bricks will constitute a series of orders (calculation, display, ...) that the computer will perform, in the order you have chosen.

Rather than giving you a course with only one solution for each problem, and which will probably be outdated in a few years, we have chosen to put you in a peer-learning situation. You are going to look for the elements that could serve you for your challenge, sort out those that are actually interesting by testing and manipulating them, and create your own program. To do this, discuss with others, exchange your points of view, find new ideas together, and finally test for yourself even to convince you that it works.

Peer-evaluation is a key moment to discover other ways of doing things, as well as special cases that you have not thought of and that could undermine your program (think about your degree of nervousness with software which crashes). Like different clients who don't pay attention to the same things, each reviewer will be different from the last. And who knows, you might have made new acquaintances for later collaborations.

At the end of this Piscine, you will not have done the same things as the other participants, you will not have validated the same projects, you will have chosen to do one challenge rather than another ... .and that's normal! It's both a collective and a personal experience. Everyone will benefit from what he or she experiences during this time.

Good luck to all, we hope you will like this discovery.

Chapter II

Introduction

What this cell will show you:

- Discover the terminal and the command line.
- First commands to navigate, modify and create in the filesystem.
- First programs to automate some tasks in your terminal.

This project is optional. You must use Linux to complete this project. If you do not have Linux, you should not do this project.

Chapter III

General instructions

Unless explicitely specified, the following rules will apply every day of this Piscine.

- This subject is the one and only trustable source. Don't trust any rumor.
- This subject can be updated up to one hour before the turn-in deadline.
- The assignments in a subject must be done in the given order. Later assignments won't be rated unless all the previous ones are perfectly executed.
- Be careful about the access rights of your files and folders.
- Your assignments will be evaluated by your Piscine peers.
- All shell assignments must run using `/bin/bash`.
- You must not leave in your turn-in your workspace any file other than the ones explicitly requested By the assignments.
- You have a question? Ask your left neighbor. Otherwise, try your luck with your right neighbor.
- Every technical answer you might need is available in the `man` or on the Internet.
- Remember to use the Piscine forum of your intranet and also Slack!
- You must read the examples thoroughly. They can reveal requirements that are not obvious in the assignment's description.
- By Thor, by Odin! Use your brain!!!

Chapter IV

Exercice 05: build

	Exercise 05
build.sh	
Turn-in directory : $ex05/$	
Files to turn in : `build.sh`	
Allowed functions : `None`	

- Write a `build.sh` program which will create the folders using the argument of this program by adding "ex" to the beginning of the name.
- Sample output :

```
$>ls -l
-rwxr-xr-x 1 wil user42 42 juin 14 23:42 build.sh
$>./build.sh
No arguments supplied
$>./build.sh 00
$>ls -l
-rwxr-xr-x 1 wil user42 42 juin 14 23:42 build.sh
drwxr-xr-x 2 wil user42 4,0K juin 14 23:42 ex00
$>./build.sh 01 02 03 04
$>ls -l
-rwxr-xr-x 1 wil user42 42 juin 14 23:42 build.sh
drwxr-xr-x 2 wil user42 4,0K juin 14 23:42 ex00
drwxr-xr-x 2 wil user42 4,0K juin 14 23:42 ex01
drwxr-xr-x 2 wil user42 4,0K juin 14 23:42 ex02
drwxr-xr-x 2 wil user42 4,0K juin 14 23:42 ex03
drwxr-xr-x 2 wil user42 4,0K juin 14 23:42 ex04
$>
```

This project is optional. You must use Linux to complete this project. If you do not have Linux, you should not do this project.

Chapter V

Submission and peer-evaluation

- In the `discovery_piscine` folder at the root of your home, create a new `cell00` folder and navigate to it.
- From now on, all exercises should be in the correct folder rendering. Exercise 00 in the `ex00` folder, Exercise 01 in the `ex01` folder, etc ... you get the logic.

`Please note, during your defense anything that is not present in the folder for the day will not be checked.`

`This project is optional. You must use Linux to complete this project. If you do not have Linux, you should not do this project.`