

Progetto S3-L5 Epicode

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Gioco a livelli per imparare i comandi della shell Linux.

Attraverso le immagini mostrerò i comandi utilizzati per superare i primi 10 livelli come chiedeva la traccia.

Livello 1

Bisognava raggiungere una particolare directory, quindi abbiamo utilizzato principalmente il comando `cd` per muoverci tra le directory e `ls` per mostrare il contenuto della directory stessa.

```
[mission 1] $ pwd
/home/simone/gameshell/World
[mission 1] $ ls
Castle Forest Garden Mountain Stall
[mission 1] $ cd
.bashrc .lessht Castle/ Forest/ Garden/ Mountain/ Stall/
[mission 1] $ cd
.bashrc .lessht 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/Second_floor/Top_of_the_tower/
[mission 1] $ ls
[mission 1] $ pwd
/home/simone/gameshell/World/Castle/Main_tower/First_floor/Second_floor/
Top_of_the_tower
[mission 1] $ gsh check

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

Livello 2

Anche in questo caso bisognava muoversi tra le directory utilizzando il comando `cd` `..` (ti porta alla directory padre rispetto a quella corrente) e `cd -` (ti porta alla directory precedente)

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

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

Livello 3

Raggiungiamo la directory finale con due comandi inserendo il path.

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room/
[mission 3] $ gsh check

Congratulations, mission 3 has been successfully completed!
```

Livello 4

In questo livello creiamo due directory padre e figlio con il comando `mkdir -p dir1/dir2`.

```
[mission 4] $ cd

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

~
[mission 4] $ cd Forest/

~/Forest
[mission 4] $ mkdir Hut/Chest
mkdir: cannot create directory 'Hut/Chest': No such file or directory

~/Forest
[mission 4] $ mkdir -p Hut/Chest

~/Forest
[mission 4] $ ls
Hut

~/Forest
[mission 4] $ ls Hut
Chest

~/Forest
[mission 4] $ gsh check

Congratulations, mission 4 has been successfully completed!
```

Livello 5

Qui posizionandosi nella directory corretta andiamo a rimuovere i file con 'rm'.

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

~
[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 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!
```

Livello 6

Questo livello chiede di spostare tre file da una directory ad un'altra, qui usiamo il comando mv file1 file 2 file 3 path directory di destinazione.

```
~/Castle/Cellar
[mission 6] $ cd ..

~/Castle
[mission 6] $ ls
Cellar Great_hall Main_building Main_tower Observatory

~/Castle
[mission 6] $ cd ..

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

~
[mission 6] $ cd Garden/

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

~/Garden
[mission 6] $ mv coin_1 coin_2 coin_3 ^C

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

~/Garden
[mission 6] $ cd

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

~
[mission 6] $ gsh check

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

Livello 7

In questo livello visualizziamo i file nascosti con `ls -A` e li spostiamo con `mv` in un'altra directory.

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

~/Castle
[mission 7] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

~/Castle
[mission 7] $ cd ..

~
[mission 7] $ ls
Castle  Forest  Garden  Mountain  Stall

~
[mission 7] $ cd Garden/

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

~/Garden
[mission 7] $ ls -A
.34474_coin_2  .38407_coin_1  .63057_coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .34474_coin_2 .38407_coin_1 .63057_coin_3 ~/Forest/Hut/Chest/

~/Garden
[mission 7] $ gsh check

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

Livello 8

Qui rimuoviamo i file aiutandoci con `*` (qualsiasi carattere) o `?` (un qualsiasi carattere in base alla posizione)

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

~
[mission 8] $ cd Castle/

~/Castle
[mission 8] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

~/Castle
[mission 8] $ cd Cellar/

~/Castle/Cellar
[mission 8] $ ls -A
10349_bat_2      19034_spider_41  26600_spider_22  32548_spider_43
11208_spider_45  19713_spider_42  26632_spider_13  32617_spider_9
11372_spider_17  20173_spider_6  26987_spider_3  32665_spider_30
11372_spider_32  20552_spider_15  27367_spider_14  4029_spider_37
13097_spider_7  21229_spider_16  28000_spider_28  4117_spider_19
13200_spider_21  21312_bat_3     2814_spider_25  4588_spider_26
13895_spider_23  21477_spider_1  28540_spider_11  5225_spider_5
14131_spider_39  22056_spider_27  29475_spider_18  5549_spider_46
14384_spider_44  22145_spider_20  29511_spider_4  64_spider_10
15659_spider_33  23_spider_12    29579_spider_49  878_spider_34
15683_spider_2  24449_bat_5     2969_spider_36  9110_spider_29
16061_spider_48  2493_spider_24  30084_spider_38  9209_spider_31
17879_spider_50  26264_spider_47  30127_bat_1     9479_bat_4
18194_spider_40  26380_spider_8  30201_spider_35  barrel_of_apples

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

~/Castle/Cellar
[mission 8] $ ls -A
10349_bat_2  21312_bat_3  24449_bat_5  30127_bat_1  9479_bat_4  barrel_of_apples

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

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

Livello 9

In questo rimuoviamo i file come nel livello 8 ma specifichiamo il '.' per i file nascosti.

```
~/Castle/Cellar
[mission 9] $ ls -A
.11001_bat_4      .18320_spider_24  .25226_spider_45  .32240_spider_20
.12769_spider_5  .18413_spider_12  .25440_spider_49  .3442_spider_15
.13563_bat_2     .18482_spider_43  .25847_spider_30  .4555_spider_41
.13614_spider_2  .19255_spider_4   .2633_spider_38   .5197_spider_50
.13991_spider_32 .19914_spider_18  .26400_spider_8   .5230_spider_37
.14223_bat_3     .20328_spider_9   .26711_spider_28  .7352_spider_1
.14879_spider_14 .20449_bat_5      .28215_spider_17  .9484_spider_46
.15741_spider_22 .20934_spider_19  .28354_spider_11  10349_bat_2
.1621_spider_21  .20983_spider_47  .28408_spider_6   21312_bat_3
.16623_spider_3  .21287_spider_39  .2852_spider_33   24449_bat_5
.16657_bat_1     .21540_spider_40  .28603_spider_10  30127_bat_1
.17015_spider_48 .22420_spider_29  .2979_spider_31   9479_bat_4
.17103_spider_34 .22667_spider_36  .30752_spider_7   barrel_of_apples
.17260_spider_35 .23507_spider_27  .31106_spider_26
.17573_spider_25 .23679_spider_42  .3209_spider_13
.18282_spider_16 .24830_spider_23  .3209_spider_44

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

~/Castle/Cellar
[mission 9] $ ls -A
.11001_bat_4      .16657_bat_1      21312_bat_3      9479_bat_4
.13563_bat_2     .20449_bat_5      24449_bat_5      barrel_of_apples
.14223_bat_3     10349_bat_2       30127_bat_1

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

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

Livello 10

Nel livello 10 copiamo dei file da una directory ad un'altra con il comando cp file1 file2 ... path della directory di destinazione.

```
~/Castle/Cellar
[mission 10] $ cd ..

~/Castle
[mission 10] $ ls
Cellar/  Great_hall/  Main_building/  Main_tower/  Observatory/

~/Castle
[mission 10] $ cd Great_hall/

~/Castle/Great_hall
[mission 10] $ ls
2260_stag_head      6256_decorative_shield  standard_2  standard_4
24368_suit_of_armour  standard_1              standard_3

~/Castle/Great_hall
[mission 10] $ cp standard_1 standard_2 standard_3 standard_4 ~/Forest/Hut/Chest/

~/Castle/Great_hall
[mission 10] $ ls ~/Forest/Hut/Chest/
coin_1  coin_2  coin_3  standard_1  standard_2  standard_3  standard_4

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

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