Missioni del gioco GameShell

#1 comandi utilizzati

- "pwd" per visualizzare la directory corrente
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cd" per cambiare directory

```
[mission 1] $ pwd
/home/kali/gameshell.1/World
[mission 1] $ ls
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
[mission 1] $ ls
Second_floor
[mission 1] $ cd Second_floor
[mission 1] $ ls
Top_of_the_tower
[mission 1] $ cd Top_of_the_tower
[mission 1] $ gsh check

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

#2 comandi utilizzati

- "cd" per cambiare directory (opzione – per tornare alla directory precedente, opzione .. per spostarsi nella directory padre)
- "pwd" per visualizzare la directory corrente
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory

```
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
[mission 2] $ cd -
/home/kali/gameshell.1/World/Castle/Main_tower/First_floor/Second_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle/Main_tower/First_floor
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle/Main_tower
[mission 2] $ cd ..
[mission 2] $ pwd
/home/kali/gameshell.1/World/Castle
[mission 2] $ cd Cellar
[mission 2] $ gsh check

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

#3 comandi utilizzati

- "cd" per cambiare directory

```
[mission 3] $ cd
[mission 3] $ cd Castle/Main_building/Throne_room
[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.
 _.-:'_.-::::::'  ||
.'`-.-:::::::'     ||
/.'`;|:::::::'      ||_
|| ||:::::::'   _.;._'-._
|| ||:::::'   _.-!oo @.!-._'-.
\'. ||:::::.-!()oo @!()@.-'_.|
 '.'-;|:.-'.&$@.& ()$%-'o.'\U||
   `>'-.!@%()@'@_%-'_.-o _.|'||
 jgs ||-._'-.@.-'_.-' _.-o  |'||
     ||=[ '-._.-\U/.-'    o |'||
     || '-.]=|| |'|      o  |'||
     ||      || |'|        _| ';
     ||      || |'|    _.-'_.-'
     |'-._   || |'|_.-'_.-'
      '-._'-.|| |' `_.-'
          '-.||_/.-'
```

#4 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "mkdir"   per   creare   una   directory

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

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/Forest
[mission 4] $ mkdir Hut

~/Forest
[mission 4] $ ls
Hut

~/Forest
[mission 4] $ cd Hut

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

~/Forest/Hut
[mission 4] $ ls
Chest

~/Forest/Hut
[mission 4] $ gsh check

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

#5 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "rm"   per   rimuovere   una   directory

```
~/Forest/Hut
[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 spider_2 spider_3

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

Congratulations, mission 5 has been successfully completed!
```

#6 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "mv" per spostare una directory

```
~/Castle/Cellar
[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 coin_2 coin_3 /home/kali/gameshell/World/Forest/Hut/Chest

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

~/Garden
[mission 6] $ cd /home/kali/gameshell/World/Forest/Hut/Chest

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

~/Forest/Hut/Chest
[mission 6] $ █
```

```
~/Forest/Hut/Chest
[mission 6] $ gsh check

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

#7 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -a per visualizzare anche eventuali cartelle e file nascosti)
- "mv" per spostare una directory

```
~/Forest/Hut/Chest
[mission 7] $ cd

~       Home
[mission 7] $ cd Garden

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

~/Garden
[mission 7] $ ls -a
.  ..  .20178_coin_2  .54621_coin_1  .55225_coin_3  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .*coin_* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

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

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

~/Garden
[mission 7] $ cd /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Forest/Hut/Chest
[mission 7] $ ls -a
.  ..  .20178_coin_2  .54621_coin_1  .55225_coin_3  coin_1  coin_2  coin_3

~/Forest/Hut/Chest
[mission 7] $ gsh check

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

#8 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -a per visualizzare anche eventuali cartelle e file nascosti)
- "rm" per rimuovere una directory
- "*" simbolo jolly per indicare qualsiasi carattere

```
~
[mission 8] $ ls
Castle  Forest  Garden  Mountain  Stall


~
[mission 8] $ cd Castle/Cellar

~/Castle/Cellar
[mission 8] $ ls -a
.                11141_spider_49   13047_spider_14   15383_spider_1
..               12293_spider_43   13103_spider_15   16036_spider_12
10219_spider_16  12355_spider_9    13456_spider_47   16663_spider_6
1072_spider_26   12584_spider_37   13590_bat_1       16787_spider_40
10977_spider_41  12749_spider_8    13601_spider_44   16980_spider_45

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

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

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

#9 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -a per visualizzare anche eventuali cartelle e file nascosti)
- "rm" per rimuovere una directory
- "*" simbolo jolly per indicare qualsiasi carattere

```
~/Castle/Cellar
[mission 9] $ ls -a
.                .12323_spider_29  .13710_spider_9   .16549_spider_28  .18754_spider_15  .20189_spider_37  .2247_spider_49   .25676_spider_47  .28137_spider_8
..               .12768_spider_45  .13910_bat_5      .17152_spider_22  .18874_spider_25  .20305_spider_46  .22635_spider_14  .26901_spider_23  .28392_spider_19
.10259_spider_33 .12813_spider_31  .15431_spider_39  .1761_spider_5    .19347_spider_10  .21098_spider_21  23932_bat_4       .2706_spider_12   .28882_spider_4
.10559_spider_34 .12961_spider_13  .15493_bat_3      .18209_spider_20  19909_bat_3       .21439_spider_44  .24237_spider_32  .27084_spider_6   .30157_spider_1
.11721_spider_24 .13114_spider_7   .15831_spider_42  18273_bat_1       .20036_spider_26  .22044_spider_38  .24496_spider_36  .28058_spider_40  .30312_bat_2

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

~/Castle/Cellar
[mission 9] $ ls -a
.  ..  .13910_bat_5  .15493_bat_3  18273_bat_1  19909_bat_3  23932_bat_4  .30312_bat_2  30690_bat_5  .30832_bat_1  31268_bat_2  .4732_bat_4  barrel_of_apples

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

Congratulations, mission 9 has been successfully completed!

                    Congratulations !

                    From now on, the ``ls`` command will automatically show a "/" character at the end of directories.
```

#10 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cp" per copiare una directory

```
~/Castle/Great_hall
[mission 10] $ ls
10195_stag_head  37173_suit_of_armour  6472_decorative_shield  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp standard_1 /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ cp standard_2 /home/kali/gameshell/World/Forest/Hut/Chest
```

```
~/Castle/Great_hall
[mission 10] $ cp standard_3 /home/kali/gameshell/World/Forest/Hut/Chest
```

```
~/Castle/Great_hall
[mission 10] $ cp standard_4 /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Great_hall
[mission 10] $ ls
10195_stag_head  37173_suit_of_armour  6472_decorative_shield  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cd /home/kali/gameshell/World/Forest/Hut/Chest

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

```
~/Forest/Hut/Chest
[mission 10] $ gsh check

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

#11 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cp" per copiare una directory
- "*" simbolo jolly per indicare qualsiasi carattere

```
~/Castle/Great_hall
[mission 11] $ ls
13977_tapestry_10  23944_tapestry_03  33217_tapestry_02     44586_tapestry_01  49898_tap
23403_tapestry_07  31524_tapestry_05  39047_suit_of_armour  49462_tapestry_04  52471_tap

~/Castle/Great_hall
[mission 11] $

~/Castle/Great_hall
[mission 11] $ cp *_tapestry_* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

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

Congratulations, mission 11 has been successfully completed!
```

#12 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare informazioni aggiuntive)
- "cp" per copiare una directory
- "cat" per visualizzare il contenuto di un file

```
~/Castle
[mission 12] $ cd Main_tower

~/Castle/Main_tower
[mission 12] $ ls
First_floor/

~/Castle/Main_tower
[mission 12] $ cd First_floor

~/Castle/Main_tower/First_floor
[mission 12] $ ls -l
total 16
-rw-r--r-- 1 kali kali 1055 Jun 15  1984 painting_dyWcaGSw
-rw-r--r-- 1 kali kali 1502 Mar 17  2003 painting_FggXgxSY
-rw-r--r-- 1 kali kali 1455 Jan  2  2018 painting_GEaRlLRo
drwxr-xr-x 3 kali kali 4096 Jul 14 16:08 Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ ls
painting_dyWcaGSw  painting_FggXgxSY  painting_GEaRlLRo  Second_floor/

~/Castle/Main_tower/First_floor
[mission 12] $ cp painting_dy* /home/kali/gameshell/World/Forest/Hut/Chest

~/Castle/Main_tower/First_floor
[mission 12] $ cat painting_dy*
87250c6565de000b038ac9f08ad396b40521dc85@10681
```

```
~/Castle/Main_tower/First_floor
[mission 12] $ cat painting_Fgg*
3cc3af16f70f08fa87690694823a3d004d6f2bd0@8224
/ \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \
\ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ /
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/ \                                 88Z8888      / \
\ /                             D888$88          \ /
/ \                             88888            / \
\ /                             88888            \ /
/ \                             88Z88            / \
\ /                            888ZD8            \ /
/ \        ZZ$M88D             88ZZ88            / \
\ /      77MMMMMM88M             I~:Z88          \ /
/ \      NN877$MNNNMMM      MM::=I7              / \
\ /      NNNNNNNNNNNNNNN  NMM88MI                \ /
/ \      DDDDDDDDDNNNNNNNN8MMM                   / \
\ /       8888888DDNNNNNNNNNMM                   \ /
/ \       8OZZZO88DDNNNNNNNNM                    / \
\ /        Z$7$ZO88DNNNNNNM                      \ /
/ \        Z$7$ZO88DNNNNN                        / \
\ /        NNZZO88DDNNNNNNNN                     \ /
/ \      NNNNNNNNNNNNNNNNNNNNN                   / \
\ /                                             \ /
/ \          Ceci n'est pas un fichier          / \
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```

```
~/Castle/Main_tower/First_floor
[mission 12] $ cat painting_GE*
3e8e45bc6e6f3b7ac1bbfdf8da2ae7bb3208cae8@49992
/ \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \
\ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ / \ /
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```

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

Congratulations, mission 12 has been successfully completed!
```

#13 comandi utilizzati

- "cal" (anche con opzione ANNO) per visualizzare il calednario del mese corrente o dell'anno indicato

```
~/Castle/Main_tower/First_floor
[mission 13] $ cal
     July 2023
Su Mo Tu We Th Fr Sa
                   1
 2  3  4  5  6  7  8
 9 10 11 12 13 14 15
16 17 18 19 20 21 22
23 24 25 26 27 28 29
30 31

~/Castle/Main_tower/First_floor
[mission 13] $ cal 1948
                           1948
      January               February               March
Su Mo Tu We Th Fr Sa   Su Mo Tu We Th Fr Sa   Su Mo Tu We Th Fr Sa
             1  2  3    1  2  3  4  5  6  7             1  2  3  4  5  6
 4  5  6  7  8  9 10    8  9 10 11 12 13 14    7  8  9 10 11 12 13
11 12 13 14 15 16 17   15 16 17 18 19 20 21   14 15 16 17 18 19 20
18 19 20 21 22 23 24   22 23 24 25 26 27 28   21 22 23 24 25 26 27
25 26 27 28 29 30 31   29                     28 29 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  2  3                    1             1  2  3  4  5
 4  5  6  7  8  9 10    2  3  4  5  6  7  8    6  7  8  9 10 11 12
11 12 13 14 15 16 17    9 10 11 12 13 14 15   13 14 15 16 17 18 19
18 19 20 21 22 23 24   16 17 18 19 20 21 22   20 21 22 23 24 25 26
25 26 27 28 29 30      23 24 25 26 27 28 29   27 28 29 30
                       30 31

      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  2  3    1  2  3  4  5  6  7             1  2  3  4
 4  5  6  7  8  9 10    8  9 10 11 12 13 14    5  6  7  8  9 10 11
11 12 13 14 15 16 17   15 16 17 18 19 20 21   12 13 14 15 16 17 18
18 19 20 21 22 23 24   22 23 24 25 26 27 28   19 20 21 22 23 24 25
25 26 27 28 29 30 31   29 30 31               26 27 28 29 30


      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       1  2  3  4  5  6             1  2  3  4
 3  4  5  6  7  8  9    7  8  9 10 11 12 13    5  6  7  8  9 10 11
10 11 12 13 14 15 16   14 15 16 17 18 19 20   12 13 14 15 16 17 18
17 18 19 20 21 22 23   21 22 23 24 25 26 27   19 20 21 22 23 24 25
24 25 26 27 28 29 30   28 29 30               26 27 28 29 30 31
31
```

```
~/Castle/Main_tower/First_floor
[mission 13] $ gsh check
What was the day of the week for the 10-20-1948?
   1 : Monday
   2 : Tuesday
   3 : Wednesday
   4 : Thursday
   5 : Friday
   6 : Saturday
   7 : Sunday
Your answer: 3

Congratulations, mission 13 has been successfully completed!
```

#14 comandi utilizzati

- "alias" per creare l'alias di un comando

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

~/Castle/Main_tower/First_floor
[mission 14] $ la
.nice_rock  painting_dyWcaGSw  painting_FggXgxSY  painting_GEaRlLRo  Second_floor/

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

Congratulations, mission 14 has been successfully completed!
```

#15 comandi utilizzati

- "cd" per cambiare directory
- "nano" per creare un file di testo
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory

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

~
[mission 15] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[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!
```

#16 comandi utilizzati

- ”alias” per creare un alias

```
~/Forest/Hut/Chest
[mission 16] $ alias journal='nano /home/kali/Giochi/gameshell/World/Forest/Hut/Chest/journal.txt'

~/Forest/Hut/Chest
[mission 16] $ journal

~/Forest/Hut/Chest
[mission 16] $ gsh check

Congratulations, mission 16 has been successfully completed!


                   _.--.
                _.-'_:-'||                Congratulations!
            _.-'_.-::::'||
        _.-:'_.-::::::'  ||               From now on you can use the file
      .'`-.-:::::::'     ||               "~/.gshrc"
     /.'`;|:::::::'      ||_              to record aliases. More information can be found in the file (it has been created for you).
    ||   ||:::::'     _.;._'-._
    ||   ||:::::'  _.-!oo @.!-._'-.
    \'.  ||:::::.-!()oo @!()@.-'_.|
     '.'-;|:.-'.&$@.& ()$%-'o.'\U||
       `>'-.!@%()@'@_%-'_.-o _.|'||
    jgs ||-._'-.@.-'_.-' _.-o  |'||
        ||=[ '-._.-\U/.-'    o |'||
        || '-.]=|| |'|      o  |'||
        ||      || |'|        _| ';
        ||      || |'|    _.-'_.-'
       |'-._    || |'|_.-'_.-'
        '-._'-.|| |' `_.-'
            '-.||_/.-'
```

#17 comandi utilizzati

- ”rm” per rimuovere una directory
- tasto TAB per inserimento automatico

```
~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen\ qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc/

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 17] $ la
cKUkZAqxWcbEPkcW_spider_queen_KVgtoVfUDfajlxKk   NOCwrWgYuhmXTvSt_baby_bat_fwXLehQCAWTflxrO

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 17] $ rm cKUkZAqxWcbEPkcW_spider_queen_KVgtoVfUDfajlxKk

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 17] $ gsh check
Perfect, it took you only 20 seconds to complete this mission!

Congratulations, mission 17 has been successfully completed!
```

#18 comandi utilizzati

- "xeyes" per attivare due occhi che seguono il mouse
- tasto TAB per inserimento automatico

```
~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 18] $ xeyes
^C

~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 18] $ xeyes &
[1] 71686
```

```
~/Castle/Cellar/.Lair_of_the_spider_queen qqqkBCDEhkQDPEPZ dxDJPljkreWwbqbc
[mission 18] $ gsh check

Congratulations, mission 18 has been successfully completed!
```

#19 comandi utilizzati

- "cd" per cambiare directory
- "mv" per spostare un file
- tasto TAB per inserimento automatico
- navigazione da intefaccia per individuare il percorso file

```
~/Garden/Maze
[mission 19] $ cd ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11/

~/Garden/Maze/ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11
[mission 19] $ ls
OOOOO_copper_coin_OOOOO

~/Garden/Maze/ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11
[mission 19] $ mv *_copper_coin_* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze/ab2eec0e90bd8e833c45373d388334/3a76906c/371d9b11
[mission 19] $ gsh check
Congratulations, mission 19 has been successfully completed!

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

You are back at the entrance of the maze ...
```

Congratulations!

From now on, the command ``ls`` will try using a color code to make it easier to differentiate between directories and several kinds of files.

#20 comandi utilizzati

- "cd" per cambiare directory
- "mv" per spostare un file
- tasto TAB per inserimento automatico
- navigazione da intefaccia per individuare il percorso

```
~/Garden/Maze
[mission 20] $ cd 5324321b18db4a8/b5fc81d3877b/f034811cbdd/

~/Garden/Maze/5324321b18db4a8/b5fc81d3877b/f034811cbdd
[mission 20] $ mv *silver_coin* /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze/5324321b18db4a8/b5fc81d3877b/f034811cbdd
[mission 20] $ gsh check

Congratulations, mission 20 has been successfully completed!

You are back at the entrance of the maze ...
```

#21 comandi utilizzati

- "mv" per spostare un file
- tasto TAB per inserimento automatico
- "find" per cercare un file all'interno di directory e sottodirectory

```
~/Garden/Maze
[mission 21] $ find . -type  f -iname "*coin*"
./1cdc00ecf39fa/7d38c789c870f99dc4dc6e5c50/3beae46b01555ff5/gold_coin_1
./a0bcfebc9/ec4bd702b8e0d5a20e6af8b965/ca722e053/GolD_CoiN_2

~/Garden/Maze
[mission 21] $ mv /home/kali/Giochi/gameshell/World/Garden/Maze/1cdc00ecf39fa/7d38c789c870f99dc4dc6e5c50/3beae46b01555ff5/gold_coin_1 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ mv /home/kali/Giochi/gameshell/World/Garden/Maze/a0bcfebc9/ec4bd702b8e0d5a20e6af8b965/ca722e053/GolD_CoiN_2 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest/

~/Garden/Maze
[mission 21] $ gsh check
Congratulations, mission 21 has been successfully completed!
```

#22 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "pwd" per visualizzare la directory corrente
- "cd" (opzione .. per spostarsi nella directory padre)
- per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "file" per visualizzare la tipologia di un file
- "cat" per visualizzare il contenuto di un file
- "head" (opzione -N per stampare le prime N righe di un file)

```
~
[mission 22] $ pwd
/home/kali/Giochi/gameshell/World

~
[mission 22] $ find . -type d -iname "*ave*"
./Mountain/Cave

~
[mission 22] $ cd ./Mountain/Cave

~/Mountain/Cave
[mission 22] $ ls
Book_of_potions/   servillus

~/Mountain/Cave
[mission 22] $ file servillus
servillus: ASCII text
```

```
~/Mountain/Cave
[mission 22] $ cat servillus
3b61e9dc6817d6d3dc1d1600560fc7006db4c8e6@26597
                        .
            /^\      .
      ^    `V'
     /__\    I      O  o
    //..\\   I    .
    \].`[/   I
    /l\/j\  ()    .  O
   /. ~ ,\/I           .
   \\L__j^\/I      o
    \/--v} I     o   .
    |    | I   _____
    |    | I c(`        ')o
    |    l I  \.      ,/
   _/j  L l\_I  _//^—^\\_        Row
   ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

```
~/Mountain/Cave
[mission 22] $ cd Book_of_potions

~/Mountain/Cave/Book_of_potions
[mission 22] $ ls
page_01  page_02  page_03  page_04  page_05  page_06  page_07  page_08  page_09  page_10  page_11  page_12  page_13  table_of_contents

~/Mountain/Cave/Book_of_potions
[mission 22] $ cat 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/Book_of_potions
[mission 22] $ cat page_07
Herbal tea
───────

1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.

Draft of invisibility (instruction in invisible ink)
───────────────────────────
```

```
~/Mountain/Cave/Book_of_potions
[mission 22] $ head -6 page_07
Herbal tea
───────

1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.
```

```
~/Mountain/Cave/Book_of_potions
[mission 22] $ cd ..

~/Mountain/Cave
[mission 22] $ head -6 Book_of_potions/page_07
Herbal tea
───────

1) Boil water.
2) Add herbs from the forest.
3) Let it sit for five minutes and drink while hot.

~/Mountain/Cave
[mission 22] $ gsh check

Congratulations, mission 22 has been successfully completed!
```

#23 comandi utilizzati

- "cd" (con opzione .. per spostarsi nella directory padre) per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "tail" (con opzione -N per stampare le ultime N righe di un file)

```
~/Mountain/Cave
[mission 23] $ cd Book_of_potions

~/Mountain/Cave/Book_of_potions
[mission 23] $ ls
page_01  page_02  page_03  page_04  page_05  page_06  page_07  page_08  page_09  page_10  page_11  page_12  page_13  table_of_contents

~/Mountain/Cave/Book_of_potions
[mission 23] $ cat 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/Book_of_potions
[mission 23] $ cat page_12
Toadstool stew
——————————————

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/Book_of_potions
[mission 23] $ cd ..

~/Mountain/Cave
[mission 23] $ tail -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 23] $ gsh check

Congratulations, mission 23 has been successfully completed!
```

#24 comandi utilizzati

- "cd" (con opzione .. per spostarsi nella directory padre) per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file

```
~/Mountain/Cave
[mission 24] $ ls
Book_of_potions/  servillus

~/Mountain/Cave
[mission 24] $ cat servillus
94ae3076a8ced9cb9c2046a57ecb7081e9bc9d11@48369
                        .
            /^\      .
      ^    `v'
     /__\    I      O o
    //..\\   I    .
    \].`[/   I
    /l\/j\  (]    .  O
   /. ~ ,\/I         .
   \\L__j^\/I       o
    \/--v}  I      o   .
     |    | I     _____
     |    | I  c(`     ')o
     |    l I   \.    ,/
    _/j  L l\_I  _//^---^\\_      Row
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~

~/Mountain/Cave
[mission 24] $ cd Book_of_potions

~/Mountain/Cave/Book_of_potions
[mission 24] $ cat 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/Book_of_potions
[mission 24] $ ls
page_01  page_02  page_03  page_04  page_05  page_06  page_07  page_08  page_09  page_10  page_11  page_12  page_13  table_of_contents
```

```
~/Mountain/Cave/Book_of_potions
[mission 24] $ cd ..

~/Mountain/Cave
[mission 24] $ cat Book_of_potions/page_01 Book_of_potions/page_02
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 24] $ gsh check

Congratulations, mission 24 has been successfully completed!
```

#25 comandi utilizzati

- "cd" (con opzione .. per spostarsi nella directory padre) per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "|" operatore pipe per concatenare istruzioni
- "tail" (con opzione -N per stampare le ultime N righe di un file)

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

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

~/Mountain/Cave/Book_of_potions
[mission 25] $ ls
page_01  page_02  page_03  page_04  page_05  page_06  page_07  page_
~/Mountain/Cave/Book_of_potions
[mission 25] $ cat 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/Book_of_potions
[mission 25] $ cat page_03
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.

~/Mountain/Cave/Book_of_potions
[mission 25] $ cat page_04
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/Book_of_potions
[mission 25] $ cd ..
```

```
~/Mountain/Cave
[mission 25] $ cat Book_of_potions/page_03 Book_of_potions/page_04 | tail -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 25] $ gsh check

Congratulations, mission 25 has been successfully completed!
```

#26 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "|" operatore pipe per concatenare istruzioni
- "tail" (con opzione -N per stampare le ultime N righe di un file)
- "head" (con opzione -N per stampare le prime N righe di un file)

```
~/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_13
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).

King's ale
──────────

1) Go to the castle's cellar and grab a bottle.
2) Serve cold, in a pint.
```

```
~/Mountain/Cave
[mission 26] $ head -6 Book_of_potions/page_13 | tail -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 26] $ gsh check

Congratulations, mission 26 has been successfully completed!
```

#27 comandi utilizzati

- "ps" per visualizzare i processi attivi
- "kill" per stoppare un processo attivo

```
~/Mountain/Cave
[mission 27] $ ps
    PID TTY          TIME CMD
  20701 pts/2    00:00:00 zsh
  20767 pts/2    00:00:00 bash
  20793 pts/2    00:00:01 bash
  71686 pts/2    00:00:03 xeyes
 227554 pts/2    00:00:00 spell
 229249 pts/2    00:00:00 ps

~/Mountain/Cave
[mission 27] $
                        *#@*
                       &_**/~
                        !$-#

kill 227554

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

Congratulations, mission 27 has been successfully completed!
```

#28 comandi utilizzati

- "ps" per visualizzare i processi attivi
- "kill" per stoppare un processo attivo (con opzione -9 per forzare la terminazione immediata)

```
kill -9 229765

~/Mountain/Cave
[mission 28] $ kill -9 236970

~/Mountain/Cave
[mission 28] $ ps
    PID TTY          TIME CMD
  20701 pts/2    00:00:00 zsh
  20767 pts/2    00:00:00 bash
  20793 pts/2    00:00:01 bash
  71686 pts/2    00:00:03 xeyes
 238589 pts/2    00:00:00 ps

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

Congratulations, mission 28 has been successfully completed!
```

#29 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "rm" per rimuovere una directory
- "*" simbolo jolly per indicare qualsiasi carattere
- "pstreee" per visualizzare l'albero dei processi attivi
- "kill" per stoppare un processo attivo

```
~/Castle/Cellar
[mission 29] $ pstree -p 20036
sudo(20036)───sudo(20053)───su(20054)───zsh(20055)───su(20700)───zsh(20701)───bash(20767)───bash(20793)─┬─mischievous_imp(321564)─┬─spell(321597)───sleep(322847)
                                                                                                         │                        ├─spell(321599)───sleep(322700)
                                                                                                         │                        ├─spell(321601)───sleep(322774)
                                                                                                         │                        └─tail(321602)
                                                                                                         ├─nice_fairy(321563)─┬─spell(321571)───sleep(322848)
                                                                                                         │                    ├─spell(321572)───sleep(322691)
                                                                                                         │                    ├─spell(321573)───sleep(322769)
                                                                                                         │                    └─tail(321574)
                                                                                                         ├─pstree(322849)
                                                                                                         └─xeyes(71686)

~/Castle/Cellar
[mission 29] $ kill 321597

~/Castle/Cellar
[mission 29] $ kill 321599

~/Castle/Cellar
[mission 29] $ kill 321601

~/Castle/Cellar
[mission 29] $ ls
12863_coal       14178_coal       19850_snowflake 25706_snowflake 3462_snowflake  40823_coal      4450_snowflake  52444_coal      5546_snowflake  57504_coal      61510_snowflake 9761_bat_2
1313_coal        14511_snowflake 20089_snowflake 26246_bat_5     36109_snowflake 42081_snowflake 45935_coal      52444_snowflake 55895_snowflake 57504_snowflake 62073_coal      barrel_of_apples
13371_snowflake 15928_snowflake 20289_coal       2639_snowflake  36595_snowflake 4222_coal       47099_snowflake 52715_snowflake 56357_coal      58952_snowflake 63947_snowflake
13590_bat_1      16108_snowflake 21224_coal       26650_coal      38047_snowflake 42485_snowflake 47729_coal      5277_snowflake  56773_snowflake 59656_snowflake 646_coal
13700_coal       16454_coal      21812_coal       2728_snowflake  39429_coal      42915_snowflake 4845_coal       53099_snowflake 56846_coal      59901_coal      7355_snowflake
13700_snowflake 17008_bat_3     22462_snowflake 2877_coal        40208_snowflake 43150_coal      48585_snowflake 53645_coal      56908_snowflake 60187_snowflake 8462_snowflake
14117_snowflake 17435_snowflake 23041_snowflake 2877_snowflake  40597_coal      4344_bat_4      50067_snowflake 54561_coal      56945_snowflake 60379_coal      8751_snowflake

~/Castle/Cellar
[mission 29] $ rm *_coal

~/Castle/Cellar
[mission 29] $ gsh check

Congratulations, mission 29 has been successfully completed!

Killed
```

#30 comandi utilizzati

nessuno

```
~/Castle/Cellar
[mission 30] $ gsh check
10 + 40 = ?? 50
20 + 64 = ?? 84
8 + 35 = ?? 43
73 + 39 = ?? 112
93 + 18 = ?? 111

Congratulations, mission 30 has been successfully completed!
```

#31 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "pwd" per visualizzare la directory corrente
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "*" simbolo jolly per indicare qualsiasi carattere
- "<" operatore che inserito dopo un comando e prima di un file, legge il file per quel comando

```
~
[mission 31] $ pwd
/home/kali/Giochi/gameshell/World

~
[mission 31] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 31] $ find . -type d -iname "*ibrary"
./Castle/Main_building/Library


~
[mission 31] $ cd Castle/Main_building/Library

~/Castle/Main_building/Library
[mission 31] $ ls
Greek_Latin_and_other_modern_languages  Mathematics_101  Merlin_s_office/

~/Castle/Main_building/Library
[mission 31] $ cat Mathematics_101
3055
3564
6402
1760
1092
923
3
664
473
2976
```

```
~/Castle/Main_building/Library
[mission 31] $ gsh check < Mathematics_101
41 * 65 = ?? 44 * 82 = ?? 46 * 96 = ?? 100 * 20 = ?? 24 * 51 = ?? 51 * 25
* 74 = ?? 18 * 95 = ?? 48 * 68 = ?? 62 * 44 = ?? 22 * 49 = ?? 45 * 79 =
 = ?? 1 * 43 = ?? 78 * 28 = ?? 49 * 81 = ?? 89 * 87 = ?? 81 * 63 = ?? 61
? 64 * 49 = ?? 89 * 51 = ?? 81 * 75 = ?? 10 * 93 = ?? 99 * 79 = ?? 77 * 2
50 * 4 = ?? 39 * 35 = ?? 39 * 15 = ?? 98 * 24 = ?? 51 * 64 = ?? 70 * 49 =
63 = ?? 49 * 42 = ?? 2 * 17 = ?? 72 * 97 = ?? 11 * 22 = ?? 37 * 21 = ?? 4
Congratulations, mission 31 has been successfully completed!

While you are waiting, a snail goes by ...
```

#32 comandi utilizzati

- "pwd" per visualizzare la directory corrente
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "*" simbolo jolly per indicare qualsiasi carattere
- ">" operatore che inserito dopo un comando e prima di un file, inserisce il risultato del comando nel file

```
~/Castle/Main_building/Library
[mission 32] $ ls
Greek_Latin_and_other_modern_languages  Mathematics_101  Merlin_s_office/

~/Castle/Main_building/Library
[mission 32] $ cd Merlin_s_office/

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls
candle          grimoire_10651  grimoire_12401  grimoire_15050  grimoire_16768  grimoire_18461  grimoi
Drawer/         grimoire_10996  grimoire_13165  grimoire_15195  grimoire_1705   grimoire_18856  grimoi
grimoire_1000   grimoire_11029  grimoire_13330  grimoire_15364  grimoire_17132  grimoire_19000  grimoi
grimoire_10141  grimoire_1117   grimoire_13537  grimoire_15468  grimoire_17351  grimoire_19458  grimoi
grimoire_10268  grimoire_11317  grimoire_13845  grimoire_16003  grimoire_17393  grimoire_20301  grimoi
grimoire_10427  grimoire_11925  grimoire_14614  grimoire_16174  grimoire_17413  grimoire_20903  grimoi
grimoire_10542  grimoire_12336  grimoire_14646  grimoire_16767  grimoire_18020  grimoire_21065  grimoi
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ ls grimoire_* > Drawer/inventory.txt

~/Castle/Main_building/Library/Merlin_s_office
[mission 32] $ gsh check

Congratulations, mission 32 has been successfully completed!

While you are waiting, a snail goes by ...
```

#33 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "cat" per visualizzare il contenuto di un file
- "*" simbolo jolly per indicare qualsiasi carattere
- "2>" operatore che inserito dopo un comando e prima di un file, inserisce i risultaati che restituiscono errore del comando nel file
- "/dev/null" cartella che viene utilizzata per scartare i dati che vengono inviati ad essa
- "grep" per cercare una stringa di testo all'interno di un file (-l restituisce solo il nome file, -i ignora la distinzione traa maiuscole e minuscole)

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ ls
candle                                grimoire_EZVzPrWgvjK
Drawer/                               grimoire_ffakLUPwGlxMdqEwMwPZpBzu
grimoire_ABJkJJTDOVOSmVB              grimoire_fKtQNzDAGGoexyoKarRf
grimoire_ABVSyAsPfeqzsgGGWYVTSdcOiRlYG grimoire_FLmZNrMeJXwQrdazG
grimoire_AFwvxVCWwkU                  grimoire_fpjTLgWulF
grimoire_AuvtbjNibFdrrTVhPF           grimoire_fVRvYMSSVvJqPyweEVHldICu
grimoire_AWFbmmkIEGniHzNLrbfXynSAHSqtR grimoire_GibeDiUSpuwNyAkVUhZPtsfJ
grimoire_BdAKlayBGtRsXs               grimoire_GwxuaaBt
grimoire_bIBYEUCPo                    grimoire_gXvuJaHF
grimoire_BiUxTFcMudANxmLVEy           grimoire_HnrWjHvdOGknDqlzhMZdlXJB
grimoire_BKNXFfptxNhGorBaaXNyYXlXevl  grimoire_hVAkFNPivmOGFDvDwSDMYTva
grimoire_BOERaCgDOLELUfOr             grimoire_hWmxOYWMBmeYmuIZjtdyQKgw
grimoire_BxmyBWUMcOBXLcnPJ            grimoire_hWVwvKFenyANZJWek
grimoire_CbeHHwdKvntplKHVdDbgpeWeMal  grimoire_IGmpckkwh
grimoire_CgKTQOpLGYiORefRvnFagdFgcR   grimoire_iHVFPTNDYHWkXfbvJzYLka
grimoire_CvsMIZDrOBhTHwYrEaErCuJW     grimoire_IRDiGxGvpyYOKjbNLbJI
grimoire_CYJBjSrPdTTEFckk             grimoire_iuqrJcJCRAIbYXlTudAFaR
grimoire_DEBRxTAHDABUgZWUlb           grimoire_IZJDnNLNgRkTTKL
grimoire_doWFGUOwIKkeqWcABoGSu        grimoire_JBdBLaNEzLfoIok
grimoire_DsEjAhDcmtOtWI               grimoire_JIfjUEOBnP
grimoire_epJQOVfIVHal                 grimoire_kDHDiKjbntWoaGNzSS
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ grep -l -i "gsh" grimoire_*
grep: grimoire_ABJkJJTDOVOSmVB: Permission denied
grimoire_ABVSyAsPfeqzsgGGWYVTSdcOiRlYG
grep: grimoire_AFwvxVCWwkU: Permission denied
grimoire_AuvtbjNibFdrrTVhPF
grep: grimoire_AWFbmmkIEGniHzNLrbfXynSAHSqtR: Permission denied
grep: grimoire_BdAKlayBGtRsXs: Permission denied
grimoire_bIBYEUCPo
grep: grimoire_BiUxTFcMudANxmLVEy: Permission denied
grimoire_BKNXFfptxNhGorBaaXNyYXlXevl
grep: grimoire_BOERaCgDOLELUfOr: Permission denied
grimoire_BxmyBWUMcOBXLcnPJ
grimoire_CbeHHwdKvntplKHVdDbgpeWeMal
grep: grimoire_CgKTQOpLGYiORefRvnFagdFgcR: Permission denied
grimoire_CvsMIZDrOBhTHwYrEaErCuJW
grimoire_CYJBjSrPdTTEFckk
grep: grimoire_DEBRxTAHDABUgZWUlb: Permission denied
grimoire_DsEjAhDcmtOtWI
grimoire_ffakLUPwGlxMdqEwMwPZpBzuMtSMAVv
grimoire_fKtQNzDAGGoexyoKarRf
grep: grimoire_fpjTLgWulF: Permission denied
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ grep -l -i gsh grimoire_* 2>/dev/null
grimoire_ABVSyAsPfeqzsgGGWYVTSdcOiRlYG
grimoire_AuvtbjNibFdrrTVhPF
grimoire_bIBYEUCPo
grimoire_BKNXFfptxNhGorBaaXNyYXlXevl
grimoire_BxmyBWUMcOBXLcnPJ
grimoire_CbeHHwdKvntplKHVdDbgpeWeMal
grimoire_CvsMIZDrOBhTHwYrEaErCuJW
grimoire_CYJBjSrPdTTEFckk
grimoire_DsEjAhDcmtOtWI
grimoire_ffakLUPwGlxMdqEwMwPZpBzuMtSMAVv
grimoire_fKtQNzDAGGoexyoKarRf
grimoire_hVAkFNPivmOGFDvDwSDMYTvawmRJyTU
grimoire_hWmxOYWMBmeYmuIZjtdyQKgwmmjaQ
grimoire_iuqrJcJCRAIbYXlTudAFaR
grimoire_IZJDnNLNgRkTTKL
grimoire_kGhJtWpHPjDetx
grimoire_kGmfxzmkFBYAE
grimoire_mvRPEScMhkqDmpHNOeRIbKrgqAI
grimoire_OfwpJGJoqpxdMhPjLMKhQe
grimoire_PvnNCHtJrkyeJVp
grimoire_QxjJoVETIJIpWBBzONoFReBuarxMU
grimoire_rfmPGKGuIidqpMqHdplu
grimoire_RTNUWSbtmpHkifuIdbarZmra
grimoire_RtYaMjGstcLjByelzbNSEybfmbLEFdm
grimoire_sqESjFxINBIdHtIMw
grimoire_tEtMXVGyVwUhp
grimoire_vVtNVBqT
grimoire_YpwSjQlFnxkIeZKxjfRY

~/Castle/Main_building/Library/Merlin_s_office
[mission 33] $ gsh check

Congratulations, mission 33 has been successfully completed!
```

#34 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "./" per lanciare un file eseguibile
- "2>" operatore che inserito dopo un comando e prima di un file, inserisce i risultaati che restituiscono errore del comando nel file
- "<" operatore che inserito dopo un comando e prima di un file, legge il file per quel comando

```
~/Castle/Observatory
[mission 34] $  ./merlin 2> merlin_error.txt
THESECRETKEYISONSTDERR

~/Castle/Observatory
[mission 34] $ cat merlin_error.txt
AzrpjmLDhAEYIlphfPNpTobsAbjKtufCTDLrUpGJLkXtyClNpvOshdTEPhQETvmJx

~/Castle/Observatory
[mission 34] $ gsh check < merlin_error.txt
What is the secret key?
Congratulations, mission 34 has been successfully completed!
```

#35 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare le permission)
- "chmod" per modificare le permission di un file o directory (opzione u+rwx per dare all'utente permission di lettura scrittura ed esecuzione)

```
~
[mission 35] $ find . -type d -iname "*arter"
./Castle/Main_building/Throne_room/Kings_quarter
find: './Castle/Main_building/Throne_room/Kings_quarter': Permission denied

~
[mission 35] $ cd Castle/Main_building/Throne_room/Kings_quarter
bash: cd: Castle/Main_building/Throne_room/Kings_quarter: Permission denied

~
[mission 35] $ cd Castle/Main_building/Throne_room

~/Castle/Main_building/Throne_room
[mission 35] $ ls -l
total 4
d————————— 2 kali kali 4096 Jul 15 03:32 Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ chmod u+rwx Kings_quarter

~/Castle/Main_building/Throne_room
[mission 35] $ ls -l
total 4
drwx————— 2 kali kali 4096 Jul 15 03:32 Kings_quarter/

~/Castle/Main_building/Throne_room
[mission 35] $ cd Kings_quarter

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 35] $ gsh check

Congratulations, mission 35 has been successfully completed!
```

#36 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare le permission e -la per visualizzare anche i file nascosti)
- "chmod" per modificare le permission di un file o directory (opzione 777 per assegnare le massime permission)

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -l
total 4
-rw-r--r-- 1 kali kali 11 Jul 15 12:01 note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat note
0123456789
```

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ chmod 777 note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -l
total 4
-rwxrwxrwx 1 kali kali 11 Jul 15 12:03 note
```

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat note
0123456789
```

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ ls -la
total 16
drwx--x--x 2 kali kali 4096 Jul 15 12:01 ./
drwxr-xr-x 3 kali kali 4096 Jul 15 03:32 ../
-rwxrwxrwx 1 kali kali   11 Jul 15 12:09 note
--w------- 1 kali kali   10 Jul 15 12:09 .secret_note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ chmod 777 .secret_note

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ cat .secret_note
979047227

~/Castle/Main_building/Throne_room/Kings_quarter
[mission 36] $ gsh check
What's the combination to open the King's safe? 979047227

Congratulations, mission 36 has been successfully completed!
```

#37 comandi utilizzati

- "cd" per cambiare directory
- "ls" per visualizzare cartelle ed eventuali file presenti in una directory (opzione -l per visualizzare le permission e -la per visualizzare anche i file nascosti)
- "chmod" per modificare le permission di un file o directory (opzione 777 per assegnare le massime permission)
- "mv" per spostare una directory

```
~/Castle/Main_building/Throne_room/Kings_quarter
[mission 37] $ cd ..

~/Castle/Main_building/Throne_room
[mission 37] $ ls -la
total 16
drwxr-xr-x 4 kali kali 4096 Jul 15 12:10 ./
drwxr-xr-x 4 kali kali 4096 Jul 15 03:32 ../
drwx--x--x 2 kali kali 4096 Jul 15 12:01 Kings_quarter/
d--------- 2 kali kali 4096 Jul 15 12:10 Safe/

~/Castle/Main_building/Throne_room
[mission 37] $ chmod 777 Safe

~/Castle/Main_building/Throne_room
[mission 37] $ ls -la
total 16
drwxr-xr-x 4 kali kali 4096 Jul 15 12:10 ./
drwxr-xr-x 4 kali kali 4096 Jul 15 03:32 ../
drwx--x--x 2 kali kali 4096 Jul 15 12:01 Kings_quarter/
drwxrwxrwx 2 kali kali 4096 Jul 15 12:10 Safe/

~/Castle/Main_building/Throne_room
[mission 37] $ cd Safe

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls -la
total 12
drwxrwxrwx 2 kali kali 4096 Jul 15 12:10 ./
drwxr-xr-x 4 kali kali 4096 Jul 15 12:10 ../
---------- 1 kali kali   48 Jul 15 12:10 crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ chmod 777 crown

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ cat crown
   _.+._           jgs
(^\/^\/^)
 \@*@*@/
  {_328_}
```

```
~/Castle/Main_building/Throne_room/Safe
[mission 37] $ mv crown /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ ls

~/Castle/Main_building/Throne_room/Safe
[mission 37] $ gsh check
What are the 3 digits inscribed on the base of the crown? 328

Congratulations, mission 37 has been successfully completed!
```

#38 comandi utilizzati

- "cd" per cambiare directory
- "find" per cercare un file all'interno di directory e sottodirectory
- "mv" per spostare una directory

```
~/Castle/Main_building/Throne_room/Safe
[mission 38] $ cd /home/kali/Giochi/gameshell/World/Garden/Maze/

~/Garden/Maze
[mission 38] $ find . -type f
./3f0da43733d1c8399782dbfc3cad70/d1819d80687700a2c26e0452152d/805af7589ed209879799b2edf07d/7069
./ac8ac99a14de0f24be739ba9db0653/c16dc3e0812e/5264a981c87e170af4/46051
./6793e1e029ac2/315f14a4665cd59a247f083/c697b8a03f16e8fb74e5602fec/6035
./e16b096cbd0d14e4562caf59d1fbf/3762a9e9c40/4f8f813aa70f16aaaa39a0c4/51031
./e16b096cbd0d14e4562caf59d1fbf/608c8ffa8606842901f/a3f8a51e5d905fde9bcc1b/55825
./bc310426807d26fc/42ee2954/664908173425daca1f1a01f8e9678/48708
```

```
~/Garden/Maze
[mission 38] $ mv ./3f0da43733d1c8399782dbfc3cad70/d1819d80687700a2c26e0452152d/805af7589ed209879799b2edf07d/7069 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze
[mission 38] $ mv ./ac8ac99a14de0f24be739ba9db0653/c16dc3e0812e/5264a981c87e170af4/46051 /home/kali/Giochi/gameshell/World/Forest/Hut/Chest
```

```
~/Garden/Maze
[mission 38] $ gsh check

Congratulations, mission 38 has been successfully completed!
```

#39 comandi utilizzati

- "find" per cercare un file all'interno di directory e sottodirectory
- "mv" per spostare una directory
- "grep" per cercare una stringa di testo all'interno di un file (-l restituisce solo il nome file, -i ignora la distinzione traa maiuscole e minuscole)
- "|" operatore pipe per concatenare istruzioni
- "xargs" per prendere il risultato di un comando e utilizzarlo in un altro comando (opzione -I utilizzata per sostituire un segnaposto con gli argomenti di input)

```
~/Garden/Maze
[mission 39] $ find . -type f | xargs grep -l -i "diamond" | xargs -I {} mv {} /home/kali/Giochi/gameshell/World/Forest/Hut/Chest

~/Garden/Maze
[mission 39] $ gsh check

Congratulations, mission 39 has been successfully completed!
```

#40 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "grep" per cercare una stringa di testo all'interno di un file (-v restituisce le righe che non contengono la stringa indicata)
- "|" operatore pipe per concatenare istruzioni
- "xargs" per prendere il risultato di un comando e utilizzarlo in un altro comando (opzione -I utilizzata per sostituire un segnaposto con gli argomenti di input)

```
(0)
~/Stall
[mission 40] $ ls
0002b389de_boring_object_0002b389deec2ed9     3e3e3d70a4b5e5_boring_object_3e3e3d70a4b5e576    7ff55cd39_boring_objec
000d27d1a6e6b94_boring_object_000d27d1a6e6b94a  3e501cf9f122_boring_object_3e501cf9f122b51e      80183e4620ed1d1_boring
001d3bb72b20ec_boring_object_001d3bb72b20ec06   3e6678702461a16_boring_object_3e6678702461a161  802119800e6d_boring_ob
00271e11f04635f_boring_object_00271e11f04635ff  3e7da2f7f312255_boring_object_3e7da2f7f312255b  8036fbb242340bc_boring_
002ff1181152f_boring_object_002ff1181152fb08    3e87d8c3f424_boring_object_3e87d8c3f4245f53     803a198c9ec3201_boring
0031bba9a1c6_boring_object_0031bba9a1c67633     3e91c5e29d_boring_object_3e91c5e29d8ddd00       803b730f1f9d46_boring_
003383f8db_boring_object_003383f8db5a2688       3e93ceee4544ac_boring_object_3e93ceee4544ac1c  8059fd9d016a57a_boring
0047ba5d14fe_boring_object_0047ba5d14fee840     3ebcadd9_boring_object_3ebcadd9c73d3d3a         80831f5df15071e_boring
004c088923_boring_object_004c088923b057a1       3ebcb788853_boring_object_3ebcb78885316bfd     809a1eaf2_boring_objec
00764677dd6_boring_object_00764677dd67234a      3edcd3d659_boring_object_3edcd3d6590fc514      809b9544_boring_object
00852fccdd9_boring_object_00852fccdd99f1ce      3ee94c6045a4_boring_object_3ee94c6045a459cc    80a50e1b1f3_boring_obj
008d2a11_boring_object_008d2a1117acdb6f         3eed0bdf603679_boring_object_3eed0bdf603679b2  80a5bfa176e382_boring_
0092030b3_boring_object_0092030b34a4b8ca        3eedc88dc8332_boring_object_3eedc88dc8332d3f   80b02803f07_boring_obj
0093f4bac00_boring_object_0093f4bac00a9d42      3ef728bdc8d8a_boring_object_3ef728bdc8d8aba1   80ba0facd975_boring_ob
00c4a3aec0f676_boring_object_00c4a3aec0f67661   3f07e4386c4a6_boring_object_3f07e4386c4a60be   80bcb4825c_boring_obje
00ceac5572_boring_object_00ceac5572cd3d11       3f4c1dbf1_boring_object_3f4c1dbf1e02ba60       80d9c25c4dd_boring_obj
00f46286da698b_boring_object_00f46286da698b53   3f791e92_boring_object_3f791e9270990fe9        8109352ae9f6_boring_ob
01001d686079_boring_object_01001d6860790967     3f7caf03c64c8_boring_object_3f7caf03c64c88d6   811273003480_boring_ob
01069d67c49d1_boring_object_01069d67c49d1895    3f8bff4d_boring_object_3f8bff4dcd3eba2f        8115eda28_boring_objec
01155782_boring_object_0115578202fa3854         3f9b0ec7b_boring_object_3f9b0ec7bba9ee2f       8118fea99b271_boring_o
011d508b_boring_object_011d508b39e1bedf         3fc30db80d52f_boring_object_3fc30db80d52f5e2   81315bc3fb2a_boring_ob
013332323cfd8_boring_object_013332323cfd8d6c    3fc46855d477b_boring_object_3fc46855d477b165   8137123366d9441_boring_
0154dc3fb6f7_boring_object_0154dc3fb6f7ba82     3fe7204088c8cc6_boring_object_3fe7204088c8cc69 8141cafa851b4d_boring_
01573934024b570_boring_object_01573934024b570f  3fe8e0a1c_boring_object_3fe8e0a1c8681a8e       815922d0b7ea5a_boring_
015bcca57e36_boring_object_015bcca57e36a36d     3feda953d37_boring_object_3feda953d374f726     815f40c3f73d4_boring_o
01649392c50dd_boring_object_01649392c50dd1d2    3ff15cc1fa_boring_object_3ff15cc1fa78aa4c      8164b2d0738dea6_boring
017fd4f27dc55_boring_object_017fd4f27dc55da5    3ff6f3ba3cde_boring_object_3ff6f3ba3cde979d    818878436_boring_objec
```

```
~/Stall
[mission 40] $ ls | grep -v boring_object | xargs -I {} grep King {} | grep -v  "PAID"
the King bought a horse for 5 coppers.
the King bought a horse for 4 coppers.
the King bought a dented helmet for 2 coppers.
the King bought a dented helmet for 2 coppers.
the King bought a chicken for 3 coppers.
(2)
~/Stall
[mission 40] $ gsh check
How much does the king owe? 16

Congratulations, mission 40 has been successfully completed!
```

#41 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- "grep" per cercare una stringa di testo all'interno di un file (-v restituisce le righe che non contengono la stringa indicata -c restituisce il conteggio delle righe)
- "|" operatore pipe per concatenare istruzioni
- "xargs" per prendere il risultato di un comando e utilizzarlo in un altro comando (opzione -I utilizzata per sostituire un segnaposto con gli argomenti di input)

```
(0)
~/Stall
[mission 41] $ ls | grep -v boring_object | xargs -I {} grep -cv "PAID" {}
65
(1)
~/Stall
[mission 41] $ gsh check
How many unpaid items are there? 65

Congratulations, mission 41 has been successfully completed!
```

#42 comandi utilizzati

- "ls" per visualizzare cartelle ed eventuali file presenti in una directory
- cat" per visualizzare il contenuto di un file
- "|" operatore pipe per concatenare istruzioni
- "<" operatore che inserito dopo un comando e prima di un file, legge il file in base a quel comando
- "tr" sostituisce un set di caratteri con un altro specificato

```
~/Stall
[mission 42] $ pwd
/home/kali/Giochi/gameshell/World/Stall

~/Stall
[mission 42] $ find . -type d -iname "*Merl*"

~/Stall
[mission 42] $ cd

~
[mission 42] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 42] $ find . -type d -iname "*Merl*"
./Castle/Main_building/Library/Merlin_s_office

~
[mission 42] $ cd Castle/Main_building/Library/Merlin_s_office/

~/Castle/Main_building/Library/Merlin_s_office
[mission 42] $ cd Drawer/

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ ls -a
./  ../  ink_and_scroll  inventory.txt  secret_message

~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ cat secret_message
tqdq ue yk iuxx:
kag iuxx sqf yk otqef, mzp qhqdkftuzs uf oazfmuze.
ftue otqef ue uz ftq oqxxmd, mzp ftq iadp fa ymwq
uf dq-mbbqmd ue: iawv
yqdxuz ftq qzotmzfqd
```

```
~/Castle/Main_building/Library/Merlin_s_office/Drawer
[mission 42] $ tr "abcdefghijklmnopqrstuvwxyz" "opqrstuvwxyzabcdefghijklmn" < secret_message
here is my will:
you will get my chest, and everything it contains.
this chest is in the cellar, and the word to make
it re-appear is: wokj
merlin the enchanter
```

```
~/Castle/Main_building/Library/Merlin_s_office
[mission 42] $ cd

~
[mission 42] $ ls
Castle/  Forest/  Garden/  Mountain/  Stall/

~
[mission 42] $ find . -type d -iname Cellar
./Castle/Cellar

~
[mission 42] $ cd ./Castle/Cellar

~/Castle/Cellar
[mission 42] $ ls
13590_bat_1      14511_snowflake  17008_bat_3    20089_snowflake  26246_bat_5    42081_snowflake  53099_snowflake  9761_bat_2
14117_snowflake  15928_snowflake  17435_snowflake  22462_snowflake  38047_snowflake  4344_bat_4       56945_snowflake  barrel_of_apples
```

```
~/Castle/Cellar
[mission 42] $ gsh check
What's the key that will make Merlin's chest to appear?
wokj

Congratulations, mission 42 has been successfully completed!



CONGRATULATIONS!


You have finished all the missions.
```

```
~/Castle/Cellar
[mission 43] $ gsh goal


    / _____
   |   |                                                                \.
    \_ | Congratulations!                                               |.
       |                                                                |.
       | You have finished all the missions.                           |.
       |                                                                |.
       | You can now quit GameShell, or go back to some old missions.   |.
       |                                                                |.
       | Use ``gsh HELP`` to get a list of all GameShell commands.      |.
       | The commands ``gsh index`` and ``gsh goto N`` are particularly interesting. |.
       |                                                                |.
       | Note: the admin password has been changed to 'qwerty'.        |.
       |                                                                |.
       |   _____ |
       |  /                                                            /.
        \_/_____/.
```