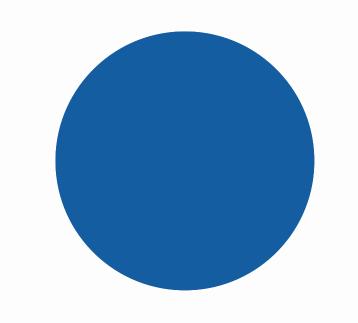
EPICODE

CS0424 S2/L2

Victoria M. Braile



Pratica S2/L2

Compito:

Installare su Kali Linux il gioco GameShell per familiarizzare con i comandi della shell.

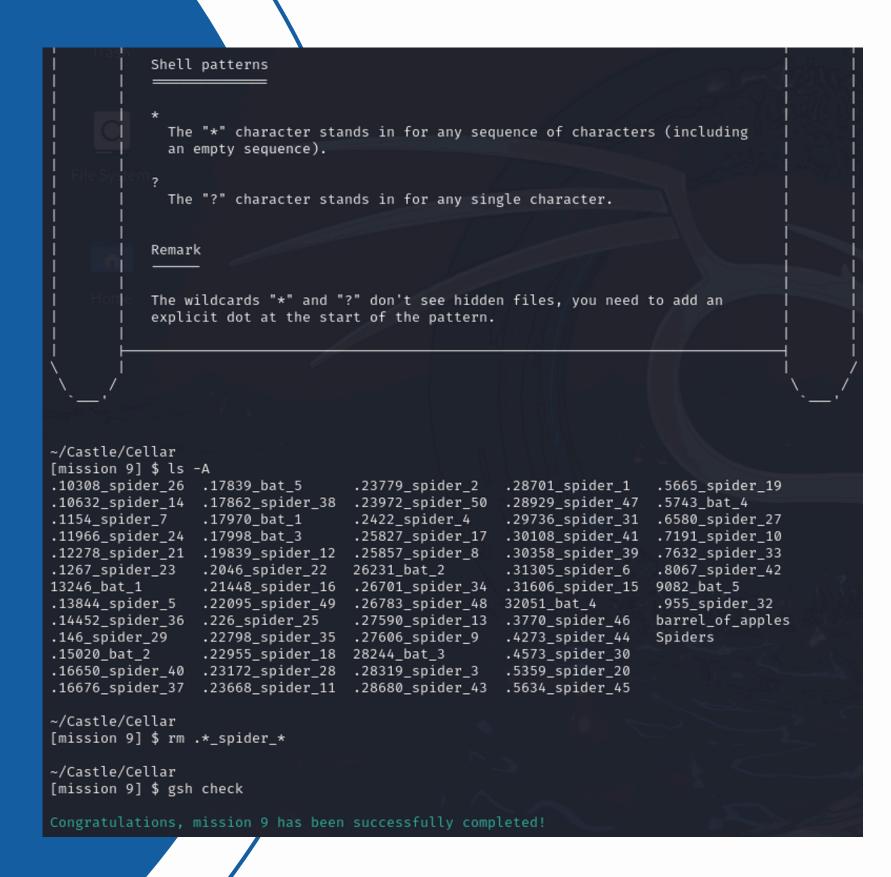
Cercare di completare quanti più livelli possibili.

Di seguito sono riportati gli screenshot della risoluzione dei livelli 8, 9 e 10.

mission 8

```
~/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
                                                  7743_spider_20
27955_spider_3
28244_bat_3
                                                  7995_spider_34
8791_spider_25
9082_bat_5
13246_bat_1
            16806_spider_32 22560_spider_24 32051_bat_4
                                                  9225_spider_16
13510_spider_46 17076_spider_39 23611_spider_33 32550_spider_17 9569_spider_15
                                                  barrel_of_apples
13711_spider_23 17293_spider_7 244_spider_49
                                      4092_spider_8
13742_spider_44 17378_spider_11 24689_spider_13 4298_spider_30
                                                  Spiders
                                     464_spider_41
14362_spider_43 17439_spider_47 2538_spider_28
14618_spider_12 17699_spider_5 25729_spider_14 4725_spider_50
14778 spider 36 17748 spider 35 26231 bat 2
                                     5178_spider_40
~/Castle/Cellar
[mission 8] $ rm *_spider_*
~/Castle/Cellar
[mission 8] $ gsh check
Congratulations, mission 8 has been successfully completed!
```

mission 9



mission 10

```
Useful commands
        cp FILE DIRNAME
          Copy the file to the directory.
          Remark: ``cp`` is an abbreviation of "copy".
() = (
                                                                               (a=()
~/Castle/Cellar
[mission 10] $ cd Castle
bash: cd: Castle: No such file or directory
~/Castle/Cellar
[mission 10] $ cd ..
~/Castle
[mission 10] $ ls
Cellar/ Great_hall/ Main_building/ Main_tower/ Observatory/
~/Castle
[mission 10] $ cd Great_hall
~/Castle/Great_hall
[mission 10] $ ls
28933_stag_head
                     63798_decorative_shield standard_2 standard_4
31900_suit_of_armour standard_1
                                             standard_3
~/Castle/Great_hall
[mission 10] $ cp *standard*
cp: target 'standard_4': Not a directory
~/Castle/Great_hall
[mission 10] $ ls
                     63798_decorative_shield standard_2 standard_4
28933_stag_head
31900_suit_of_armour standard_1
                                              standard_3
~/Castle/Great_hall
[mission 10] $ cp *standard* /home/kali/gameshell/World/Forest/Hut/Chest
~/Castle/Great_hall
[mission 10] $ gsh check
```