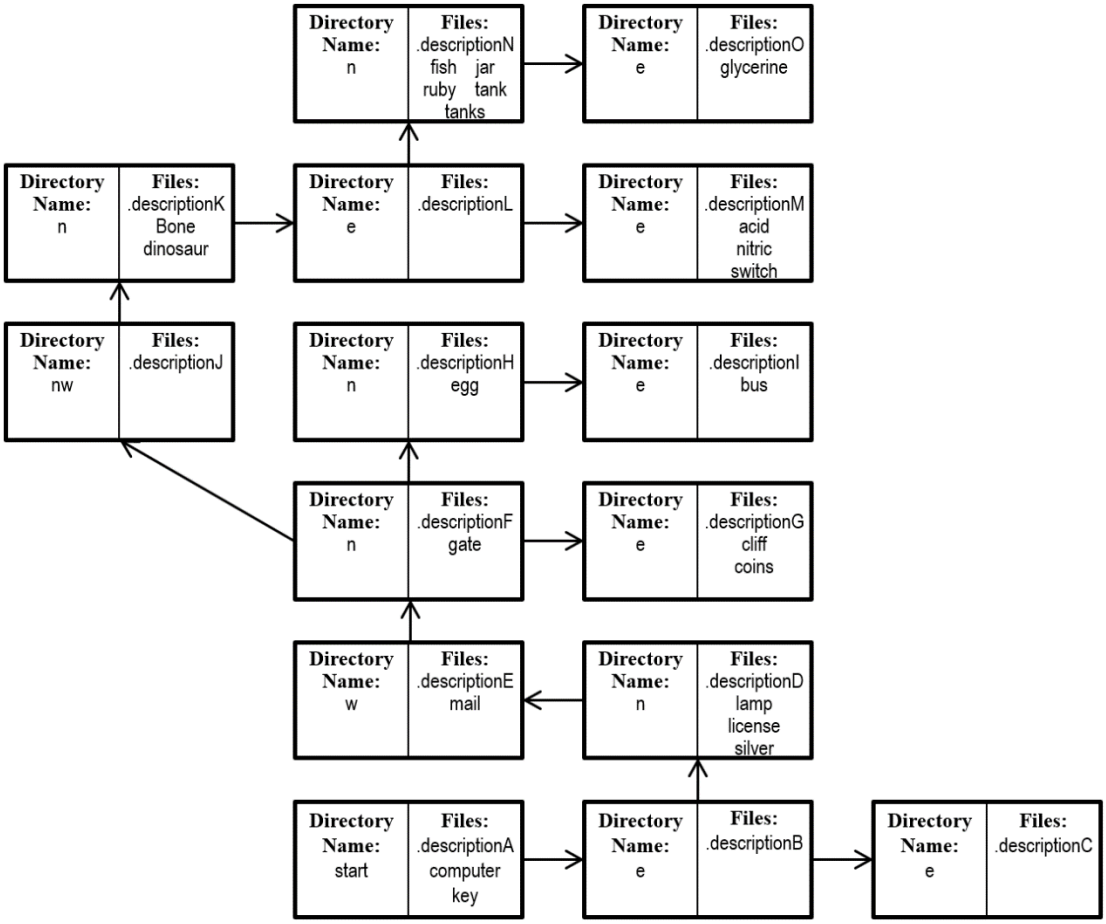
106 年 - HW 1

Set up Linux & Practice the Commands

建立 linux 環境並使用課堂中所教的指令製作出此資料夾結構



106 年 - HW2

Link & Wildcard

利用作業一的資料夾結構，建立一個簡易版 emacs 中的小遊戲－dunnet

```
%pwd
/home/wei/start
%ls -A
computer  .descriptionA  e  key
%cat key
I see nothing special about that.
%cat .descriptionA
Computer room
%e
Old Building hallway
You are in the hallway of an old building.  There are rooms to the east
and west, and doors leading out to the north and south.
%pwd
/home/wei/start/e
%n
Meadow
You are in a meadow in the back of an old building.  A small path leads
to the west, and a door leads to the south.
Here there is:
lamp  license  silver
%n
Meadow
Here there is:
lamp  license  silver
%cat w/.descriptionE
Post office
You are near the remains of a post office.  There is a mail drop on the
face of the building, but you cannot see where it leads.  A path leads
back to the east, and a road leads to the north.
%w
Post office
You are near the remains of a post office.  There is a mail drop on the
face of the building, but you cannot see where it leads.  A path leads
back to the east, and a road leads to the north.
%cat .descriptionE
Post office
%e
Meadow
Here there is:
lamp  license  silver
%cat .descriptionD
Meadow
%look
Meadow
You are in a meadow in the back of an old building.  A small path leads
to the west, and a door leads to the south.
Here there is:
lamp  license  silver
```

106 年 - HW3

Object Oriented Scripts

編寫 script 來建立一個簡易版 emacs 中的小遊戲－dunnet，使用者可以透過自訂的指令進行各種遊戲操作（進入房間 / 拿取物品 / 檢查道具 etc.）

```
%cd ~
%tar -xvf PA3.tar >& /dev/null
%cd ~/PA3/start/e
%~/display
Old Building hallway
You are in the hallway of an old building.  There are rooms to the east
and west, and doors leading out to the north and south.
%~/display
Old Building hallway
%cd e
%~/display
Mailroom
You are in a mailroom.  There are many bins where the mail is usually
kept.  The exit is to the west.
%~/display
Mailroom
%~/display
Mailroom
%cd ../n/w
%cat .description?
Post office
You are near the remains of a post office.  There is a mail drop on the
face of the building, but you cannot see where it leads.  A path leads
back to the east, and a road leads to the north.
%~/display
Post office
You are near the remains of a post office.  There is a mail drop on the
face of the building, but you cannot see where it leads.  A path leads
back to the east, and a road leads to the north.
%cat .description?
Post office
%~/display
Post office
```

106 年 - HW4

Saying What Dunnet Said with Sed

利用 sed 指令來建立一個簡易版 emacs 中的小遊戲－dunnet，越精簡越高分

```
%cd AllThatCouldBeInARoom/
%../whenLooking
There is a packet of nitric acid here.
There is a dinosaur bone here.
There is a bus here.
There are some valuable coins here.
There is a jewel-encrusted egg here.
There is a packet of glycerine here.
There is a glass jar here.
There is a shiny brass key here.
There is a lamp nearby.
There is a bus driver's license here.
There is a valuable ruby here.
There is a silver bar here.
%cd ~/PA3/start/e/n
%~/whenLooking
There is a lamp nearby.
There is a bus driver's license here.
There is a silver bar here.
%cd ~/AllThatCouldBeInARoom
%../whenTaking
Some nitric acid: Taken.
A bone: Taken.
Some valuable coins: Taken.
A valuable egg: Taken.
Some glycerine: Taken.
A glass jar: Taken.
A brass key: Taken.
A lamp: Taken.
A license: Taken.
A ruby: Taken.
A silver bar: Taken.
%../whenInventorying
Some nitric acid
A bone
Some valuable coins
A valuable egg
Some glycerine
A glass jar
A brass key
A lamp
A license
A ruby
A silver bar
```

106 年 - HW5

An Awkward Game

利用 awk 指令來建立一個簡易版 emacs 中的小遊戲－dunnet，使用者可以透過自訂的指令進行各種遊戲操作（進入房間 / 拿取物品 / 檢查道具 etc.）

```
>x computer
I see nothing special about that.
>x bin
I do not see that here.
>x abc
I don't know what that is.
>e
Old Building hallway
You are in the hallway of an old building.  There are rooms to the east
and west, and doors leading out to the north and south.
>s
You can't go that way.
>e
Mailroom
You are in a mailroom.  There are many bins where the mail is usually
kept.  The exit is to the west.
>x bin
All of the bins are empty.  Looking closely you can see that there
are names written at the bottom of each bin, but most of them are
faded away so that you cannot read them.  You can only make out three
names:
                  Jeffrey Collier
                  Robert Toukmond
                  Thomas Stock

>x bins
All of the bins are empty.  Looking closely you can see that there
are names written at the bottom of each bin, but most of them are
faded away so that you cannot read them.  You can only make out three
names:
                  Jeffrey Collier
                  Robert Toukmond
                  Thomas Stock

>w
Old Building hallway
>l
Old Building hallway
You are in the hallway of an old building.  There are rooms to the east
and west, and doors leading out to the north and south.
>x
Old Building hallway
You are in the hallway of an old building.  There are rooms to the east
and west, and doors leading out to the north and south.
>get key
I do not see that here.
>w
Computer room
There is a shiny brass key here.
>get key
A brass key: Taken.
```