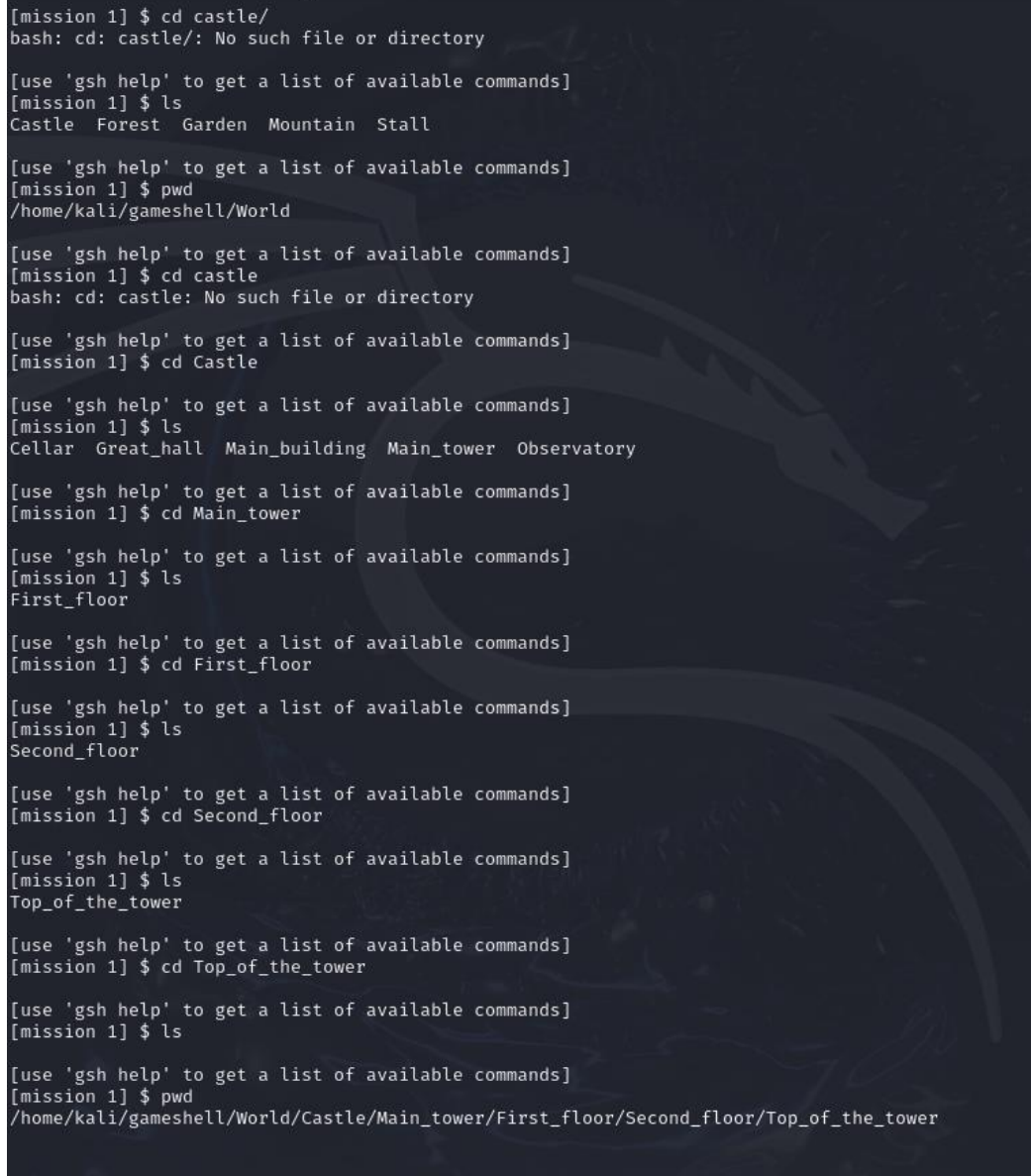


S3/L2

L'esercizio di oggi riguarda l'utilizzo di un gioco per familiarizzare con i comandi della shell.

Primo livello:

A terminal window with a dark background and a faint dragon watermark. The text shows a series of commands and their outputs. The user starts in a directory and attempts to navigate to 'castle/'. The command 'cd castle/' fails with the message 'bash: cd: castle/: No such file or directory'. The user then uses 'ls' to see available directories: 'Castle', 'Forest', 'Garden', 'Mountain', and 'Stall'. Next, 'cd castle' also fails with the same message. The user then uses 'cd Castle' successfully. Subsequent 'ls' commands show the contents of 'Castle': 'Cellar', 'Great_hall', 'Main_building', 'Main_tower', and 'Observatory'. The user then navigates through 'Main_tower' to 'First_floor', then to 'Second_floor', and finally to 'Top_of_the_tower'. The final 'pwd' command shows the full path: '/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower'.

```
[mission 1] $ cd castle/
bash: cd: castle/: No such file or directory

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Castle  Forest  Garden  Mountain  Stall

[use 'gsh help' to get a list of available commands]
[mission 1] $ pwd
/home/kali/gameshell/World

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd castle
bash: cd: castle: No such file or directory

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Castle

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Cellar  Great_hall  Main_building  Main_tower  Observatory

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Main_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
First_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd First_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Second_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Second_floor

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls
Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ cd Top_of_the_tower

[use 'gsh help' to get a list of available commands]
[mission 1] $ ls

[use 'gsh help' to get a list of available commands]
[mission 1] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/First_floor/Second_floor/Top_of_the_tower
```

Il primo livello consisteva nell'arrivare alla punta della torre, tradotto voleva dire arrivare nella cartella della punta della torre.

Per questo livello abbiamo utilizzato principalmente 2 comandi cd (change directory) per cambiare directory e ls per vedere quelle disponibili.

Secondo livello:

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ cd -
/home/kali/gameshell/World/Castle/Main_tower/First_floor/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] $ pwd
/home/kali/gameshell/World/Castle/Main_tower/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] $ cd..
cd..: command not found
```

```
[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] $ pwd
/home/kali/gameshell/World/Castle
```

```
[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] $ ls
barrel_of_apples
```

```
[use 'gsh help' to get a list of available commands]
[mission 2] $ pwd
/home/kali/gameshell/World/Castle/Cellar
```

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

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

Il secondo livello consisteva nell'uscire dalla torre e arrivare ai sotterranei, abbiamo utilizzato il comando “cd” che sta per change directory.

Terzo livello:

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

[mission 3] $ pwd
/home/kali/gameshell.1/World/Castle/Main_building/Throne_room

[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 /home/kali/gameshell.1/World/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!
```

Il terzo livello chiedeva di tornare al punto di partenza e poi andare alla sala del trono con solo 2 comandi, abbiamo usato sempre il “cd” 2 volte.

Quarto livello:

```
~/Castle/Main_building/Throne_room
[mission 4] $ ls
Kings_quarter

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

~
[mission 4] $ cd

~
[mission 4] $ cd

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

~
[mission 4] $ cd Forest

~/Forest
[mission 4] $ mkdir 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!
```

Il quarto livello ci chiedeva di creare un rifugio nella foresta e dentro crearci una cassa utilizzando il "mkdir" che sta per make directory.

Quinto livello:

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

~
[mission 5] $ cd

~
[mission 5] $ ls
Castle Forest Garden Mountain Stall

~
[mission 5] $ Castle
Castle: command not found

~
[mission 5] $ cd Castle

~/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_2 spider_3

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2 spider_1

~/Castle/Cellar
[mission 5] $ rm spider_1

~/Castle/Cellar
[mission 5] $ ls
barrel_of_apples bat_1 bat_2

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

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

Il quinto livello ci chiedeva di andare di nuovo nei sotterranei ad eliminare i ragni presenti tramite il “rm”.

Sesto livello:

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

~/Garden
[mission 6] $ mv coin_1 -T /Forest
mv: cannot move 'coin_1' to '/Forest': Permission denied

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

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

~/Garden
[mission 6] $ cd

~
[mission 6] $ cd Forest

~/Forest
[mission 6] $ mv coin_1 coin_2 coin_3 ~/Hut/Chest
mv: target '/home/kali/gameshell.1/World/Hut/Chest': No such file or directory

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

~/Forest
[mission 6] $ gsh check

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

L'esercizio 6 ci chiedeva di prendere le monete che si trovavano in giardino e portarle dentro la cassa che abbiamo creato prima, abbiamo il comando "mv" che sta per move.

Settimo livello:

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

~
[mission 7] $ cd Garden

~/Garden
[mission 7] $ ls -A
.24828_coin_2 .60657_coin_1 .9553_coin_3 Flower_garden Maze Shed

~/Garden
[mission 7] $ mv .24828_coin_2 .9553_coin_3 .60657_coin_1 ~/Forest/Hut/Chest

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

~/Garden
[mission 7] $ cd

~
[mission 7] $ cd Forest

~/Forest
[mission 7] $ cd Hut

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

~/Forest/Hut/Chest
[mission 7] $ ls -A
.24828_coin_2 .60657_coin_1 .9553_coin_3 coin_1 coin_2 coin_3

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

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

Il settimo livello ci chiedeva di spostare delle altre monete dentro la cassa solo che quest'ultime erano nascoste quindi per trovarle dovevamo usare prima "ls -A" e poi di nuovo il "mv".

Ottavo livello:

```
~/Forest/Hut/Chest
[mission 8] $ cd

~
[mission 8] $ cd

~
[mission 8] $ cd Castle

~/Castle
[mission 8] $ cd Cellar

~/Castle/Cellar
[mission 8] $ ls
10446_spider_49 16537_spider_14 19125_spider_1 22947_spider_18 26789_spider_12 28892_spider_15 3813_spider_23 6540_spider_25
1074_spider_33 17927_spider_11 19461_spider_37 2297_spider_2 27414_spider_47 29610_spider_39 3891_spider_17 6865_bat_5
11149_spider_29 17980_spider_7 19903_spider_22 23226_spider_5 2761_spider_6 29982_spider_20 4066_bat_4 7000_spider_30
11783_spider_28 18050_spider_16 21227_spider_32 23487_bat_1 27626_spider_9 30669_bat_3 4205_spider_34 7881_spider_3
12746_spider_38 18747_spider_50 21668_spider_44 2355_spider_21 27768_spider_43 31659_spider_19 4245_spider_40 8086_spider_41
15053_spider_26 18821_spider_13 21986_spider_24 23775_spider_48 27938_spider_46 31916_spider_4 522_spider_10 8172_spider_36
16241_spider_45 18967_spider_35 22503_spider_31 24202_spider_8 28700_bat_2 3518_spider_27 6190_spider_42 barrel_of_apples

~/Castle/Cellar
[mission 8] $ rm *spider
rm: cannot remove '*spider': No such file or directory

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

~/Castle/Cellar
[mission 8] $ ls
23487_bat_1 28700_bat_2 30669_bat_3 4066_bat_4 6865_bat_5 barrel_of_apples

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

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

L’ottavo livello ci richiedeva di nuovo di eliminare i ragni solo che erano molti di più rispetto a prima, quindi al posto di stare ad eliminarli 1 per uno abbiamo usato il comando ”rm *_spider_*” in questo modo eliminerà tutti i file contenente _spider_.

Nono livello:

```
~/Castle/Cellar
[mission 9] $ ls
23487_bat_1 28700_bat_2 30669_bat_3 4066_bat_4 6865_bat_5 barrel_of_apples

~/Castle/Cellar
[mission 9] $ ls -A
.11384_spider_46 .13844_spider_16 .18372_spider_34 .23228_spider_39 .27323_spider_29 .29219_spider_38 .3320_spider_10 .7953_spider_35
.11541_spider_40 .1474_spider_8 .19205_bat_4 23487_bat_1 .27707_spider_7 .29830_spider_18 4066_bat_4 .9020_spider_21
.11900_spider_23 .1478_spider_2 .19729_spider_47 .23905_spider_5 .28047_spider_28 .29937_spider_32 .4359_spider_13 .9733_spider_25
.12196_spider_12 .15049_spider_1 .19904_bat_1 .2432_spider_24 .28107_spider_11 .30469_spider_41 .5447_spider_45 .9884_spider_36
.12696_spider_37 .16106_spider_44 .20120_spider_19 .24394_spider_15 .2815_spider_20 30669_bat_3 .5842_spider_14 barrel_of_apples
.13539_spider_17 .16366_bat_5 .20942_spider_48 .25236_spider_9 .28571_spider_27 .31033_bat_3 .6004_spider_30
.13592_spider_22 .17560_spider_6 .21885_spider_3 .25359_spider_49 .28679_spider_4 .32223_spider_26 6865_bat_5
.13667_spider_31 .17811_bat_2 .23147_spider_42 .25611_spider_50 28700_bat_2 .32531_spider_33 .7195_spider_43

~/Castle/Cellar
[mission 9] $ rm . *_spider_*
rm: cannot remove '.': Is a directory
rm: cannot remove '*_spider_*': No such file or directory

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

~/Castle/Cellar
[mission 9] $ ls -A
.16366_bat_5 .19205_bat_4 23487_bat_1 30669_bat_3 4066_bat_4 barrel_of_apples
.17811_bat_2 .19904_bat_1 28700_bat_2 .31033_bat_3 6865_bat_5

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

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

Il nono livello è uguale all’ottavo, l’unica cosa che cambia è il fatto che i ragni sono nascosti e che quindi dovremmo inserire qualcos’altro nel codice di prima.

In realtà è molto semplice dato che dovremmo aggiungere un punto rispetto a quello dell’esercizio precedente, avremmo quindi questo comando ”rm .*_spider_*”.