

# Introduction à la ligne de commande sous Linux

[damien.francois@uclouvain.be](mailto:damien.francois@uclouvain.be)

[olivier.mattelaer@uclouvain.be](mailto:olivier.mattelaer@uclouvain.be)

UClouvain \ SST \ CISM

# Agenda:

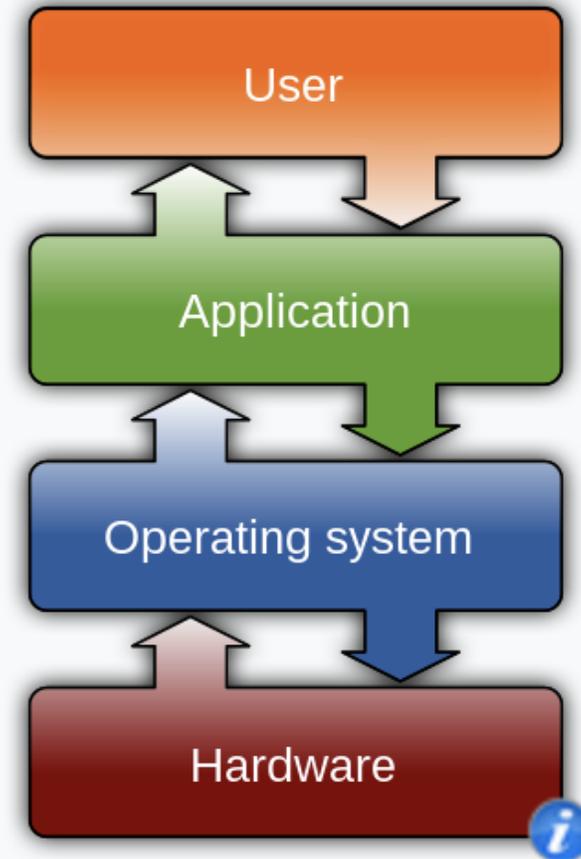
- Qu'est-ce que Linux?
- Qu'est-ce que la ligne de commande?
- Quand est-ce qu'on joue?



# Systeme d'exploitation

- *operating system, OS*
- organise l'accès aux ressources au niveau d'un ordinateur
- permet de démarrer des programmes, gérer des fichiers, etc.
- interaction avec l'utilisateur:
  - le "bureau" (GUI)
  - le *shell* (CLI)

## Operating systems



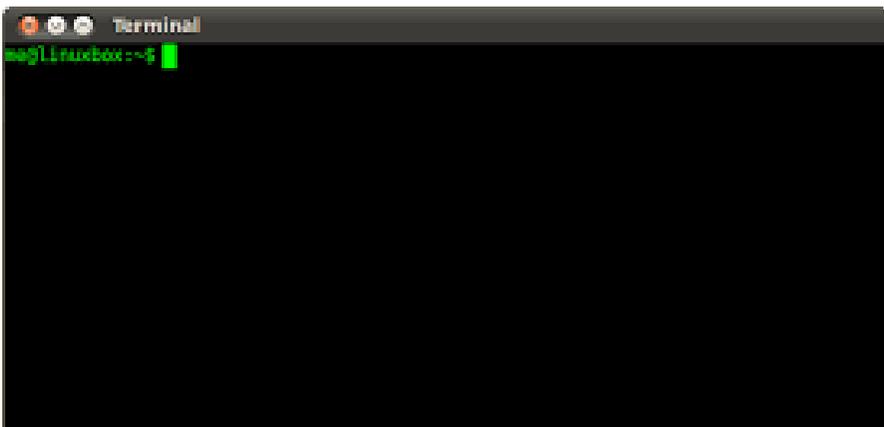
### Common features

Process management · Interrupts ·  
Memory management · File system ·  
Device drivers · Networking · Security · I/O



</div> <div>

# Le shell

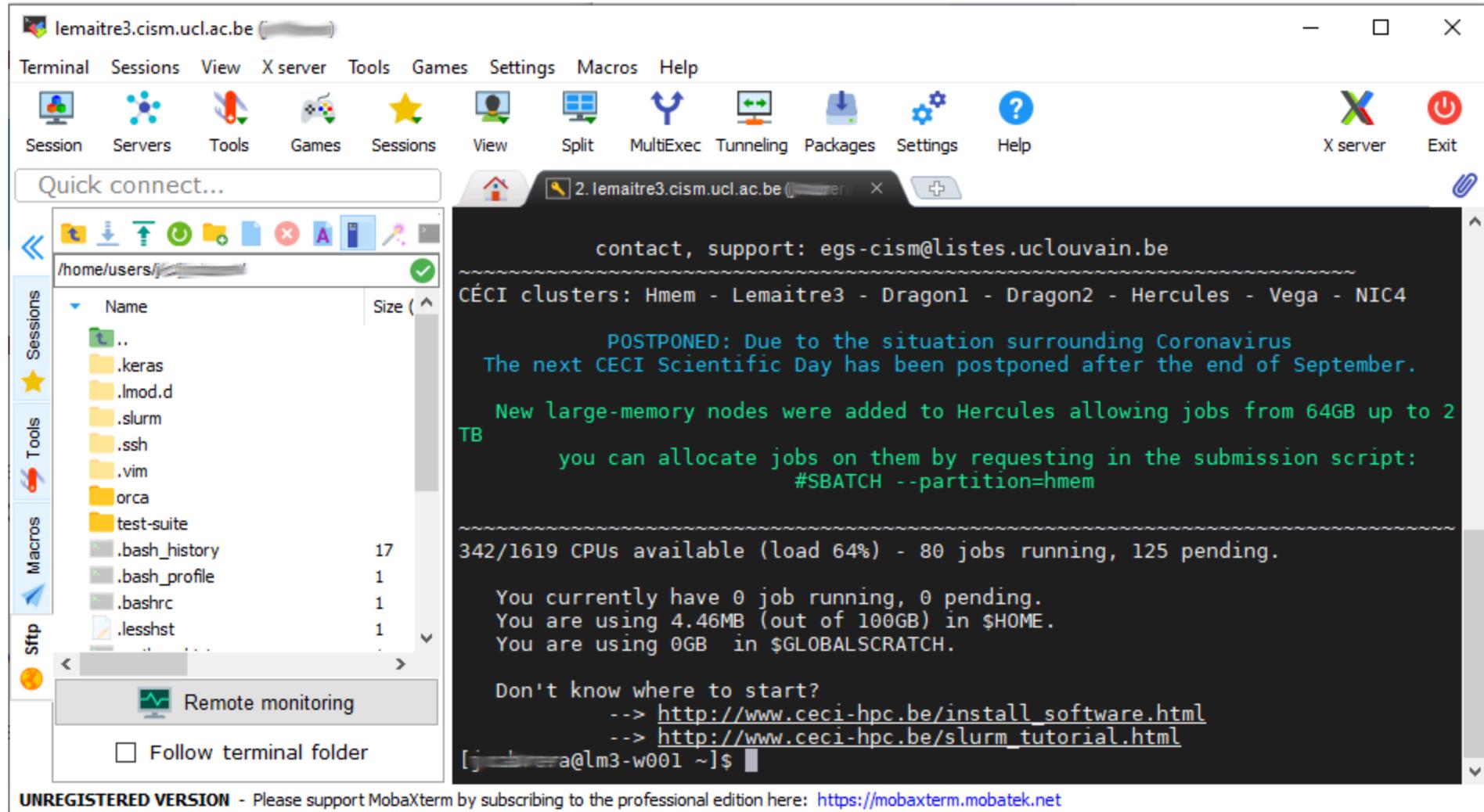


# Le principe du shell:

- on écrit du texte "simplifié" à l'invite du *prompt* dans le *terminal*
- on appuie sur la touche `Enter` quand on a fini son message
- on attend la réponse, qui s'affiche quand elle est prête
- et on recommence.

Sur les serveurs de calcul Linux, le shell s'appelle `bash`

# Le terminal de MobaXterm



c'est la partie sur fond noir ^^

# La ligne de commande:

- une syntaxe de programmation rudimentaire
- des commandes de base du shell
- un ensemble d'outils en ligne de commande ( GNU )  
(dont des jeux)

# Premier jeu "text-based": *Colossal Cave Adventure* 1975

```
.run adven

WELCOME TO ADVENTURE!!  WOULD YOU LIKE INSTRUCTIONS?

yes

SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND FORTUNES IN
TREASURE AND GOLD, THOUGH IT IS RUMORED THAT SOME WHO ENTER ARE NEVER
SEEN AGAIN.  MAGIC IS SAID TO WORK IN THE CAVE.  I WILL BE YOUR EYES
AND HANDS.  DIRECT ME WITH COMMANDS OF 1 OR 2 WORDS.  I SHOULD WARN
YOU THAT I LOOK AT ONLY THE FIRST FIVE LETTERS OF EACH WORD, SO YOU'LL
HAVE TO ENTER "NORTHEAST" AS "NE" TO DISTINGUISH IT FROM "NORTH".
(SHOULD YOU GET STUCK, TYPE "HELP" FOR SOME GENERAL HINTS.  FOR INFOR-
MATION ON HOW TO END YOUR ADVENTURE, ETC., TYPE "INFO".)
- - -

THIS PROGRAM WAS ORIGINALLY DEVELOPED BY WILLIE CROWTHER.  MOST OF THE
FEATURES OF THE CURRENT PROGRAM WERE ADDED BY DON WOODS (DON @ SU-AI).
CONTACT DON IF YOU HAVE ANY QUESTIONS, COMMENTS, ETC.

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING.
AROUND YOU IS A FOREST.  A SMALL STREAM FLOWS OUT OF THE BUILDING AND
DOWN A GULLY.

east

YOU ARE INSIDE A BUILDING, A WELL HOUSE FOR A LARGE SPRING.

THERE ARE SOME KEYS ON THE GROUND HERE.

THERE IS A SHINY BRASS LAMP NEARBY.

THERE IS FOOD HERE.
```

On vous propose:

## Gameshell

pour apprendre la ligne de commande Bash

1. se connecter à Manneback
2. taper `gameshell` puis  
touche `Enter`
3. se laisser guider

