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Tutorial: Knowledge Discovery and Information Retrieval using the Shell

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Exercise I

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1. Download the Zipfile from https://codeload.github.com/veltman/clmystery/zip/refs/heads/master and extract it on your computer. Change into the generated directory and read the instructions given in the README.md file.

2. Change to the directory mystery and look in the file *crimescene* for lines, containing the label CLUE. These are the facts needed to solve the case.

3. Take a look at the handed out refcard[1]. It contains an overview over all the presented commands and their most important options. Very helpful to solve the case ...

4. To start, lets walk a little bit around in the directory and inspect the files with less, head, tail, … to get an idea about the information provided. Don't forget to also take a look into the subdirectories. So for example, at the beginning of the file *people*, you find some information on how you can interview a person.

5. With the actual knowledge from the tutorial, start with the last fact (barista) … If you struggle, take a look into the hint*<x>*-files.

   a. After you got the first information about the car, try to find the possible owners (hint6, hint7).
   b. Write the possible murders into a file called *potential_murders_by_fact-3.txt*

   If you end up with 6 suspicious drivers, you finished successfully the first part – Congratulation !!!.

How we can continue to solve the case with the information found in the murders wallet (fact 2 from the *crimescene* file), we will learn next …

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[1] https://www.smiffy.de/KDIR-2022/filter-and-pipes-overview-commands.pdf