Scripting Vs GUI

While GUI is easier to be used scripting can be much more manageable and easier to implement and use for the GUI part you can have a basic model and view and handle each one separately but when the size of the machines expands the user handling and monitoring and debugging of the machine becomes much harder so making a simple but effective Script used for making instructions easier and as declarative as possible can help in viewing and handling the input instructions used in the process of testing the switch.

The idea of having a standard Script used for making instructions is a better way of interacting with the GUI and using the program more efficiently, you can have a separate GUI interface (which is optional) or you can download third-party ones from the internet or you can interact with it via an API made specifically for the application or maybe make one by yourself made for a task specific reason or flexible for you.

The instruction will run the executable via a thread at the specified time made for the instruction to run with the different parameters and modifications applied on the instruction.

## Questions.

* Can you modify and instruction at any time before it has been executed?

Yes, since you already have the instructions parameter as an object in memory.

* Is running from the shell directly better or using the script?

While the Shell is more common, windows does not have a shell installed by default and Unix does not have any script that is compatible with .bat or .cmd.

* In some of the cases the Script can be more useful than the GUI, illustrate?
* You can use the Script to automate instructions for a wide number of machines
* The GUI will in most cases gets messy since you have a lot of things going on and want to handle each instruction by hand.
* You can have third-party GUIs or other interpreters that can be task specific
* You save and download or copy and paste the instruction for the interpreter easily since it will be all written in a Config file.

## Design points.

* Is better to run the instruction’s run function on a different thread or on the same thread or concurrently (Long instructions can take a lot of time and may affect the specific time of other instructions).
* Adding new instruction must be compatible with the interpreter and the GUI
* Make the GUI write and edit the config file (with the script syntax) that is used by the interpreter
* Is running from the shell directly better or running using a script that supports most platforms (in java).