There are two main types of computer environments, or ways which you interact with your computer. One of these is text based, and called a command line interface (CLI), while the other one is graphic based, and called a graphical user interface (GUI). Each of these interfaces has unique aspects, advantages, and disadvantages, which I will look into in this essay.

The command line interface is one of the most basic ways of interacting with a computer. In this interface, the user inputs commands into a text box to directly interact with the computer. An advantage of an interface like this is that it can be faster to work with and more streamlined than a GUI. A downside is that you have to have knowledge of the language of the computer and that it can seem intimidating for those unfamiliar with the format.

A graphical user interface is similar to a command line interface in its purpose, but it is designed to be more user friendly. Graphical user interfaces represent directories and files graphically, allowing the user to physically see and manipulate them. This makes GUIs much more intuitive than CLIs.

Both of these types of user interfaces have their upsides and downsides, but they both serve important purposes within the world of computing and coding.