What are the trade-offs between many systems(Visual Design :GUI) and command languages

The disadvantage of the command line languages style, of course, is that it almost always has high mnemonic load (low ease), and usually has low transparency. Most people (especially non-technical end users) find such interfaces relatively cryptic and difficult to learn.

Note : Byron Traceys Notes on this topic from last year

Command languages (git, cmd,terminal etc)

Better performance,
hard to learn for the normal user.
Remote login.
Gets stuff done quicker no menu.

GUI,

Easier for the common person to learn.
Can be hard to get right, stuff is slower to get done.
Higher impact on perforce and resources.

Quote

On the other hand, the 'user-friendly' GUIs of other operating systems have their own problems. Finding the right buttons to push is like playing Adventure: the interfaces are just as burdensome as any Unix command line interface, save that one can in theory find the treasure by sufficient exploration. In Unix, one needs the manual.

-- Brian Kernighan -IBM DESIGN