GUI vs CLI

Two different ways we can interact with a program or an operating system. A graphical user interface (GUI) is how we can tell a program what to do by merely clicking a button with a mouse. For example it could be clicking on your browser to open it, or when you open a game, to select a level with a nice little graphic. GUI’s are designed to be user friendly and easy to navigate. A command line interface (CLI) like a Windows command line application, powershell, or even some games featuring the command line all involve writing in lines of either basic or complex code. Some CLIs may have some parameters written out with a legend of basic commands (especially in video games for cheat codes, or their modding tools for scripting), others like if one were to open the command line of the computer or powershell will likely not have one. Either way a command line can do everything a typical graphical user interface can do and more (for example a user can input certain commands to check system file integrity), but it requires more expertise and training on the user’s end. A GUI is good for a program that has already been made and to make it accessible to a general user, but a command line is necessary to learn to develop new coding and scripting.