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Creative Coding I

GUI vs CLI

When you’re using a computer, you’ve got two main ways to interact with it: the Graphical User Interface (GUI) and the Command-Line Interface (CLI). Both have their pros/cons, depending on what you’re doing and how comfortable you are with tech.

The GUI is what most of us are used to think Windows or Mac OS. The GUI is all about visuals: windows, icons, and buttons that you click on. It’s super easy to use, especially if you’re not super tech-savvy. You don’t have to remember any commands; just point and click. Plus, the visual feedback makes it clear what’s happening, like when you drag a file to the trash or even when you open something you’ll see a spinning wheel for loading. But GUIs can be resource-heavy, which might slow down older computers. Also, if you’re a power user like for IT System Admins, which is something I have done; all that clicking can feel slow, and most advanced settings are buried deep in menus, so the CLI is just faster for that.

On the flip side, the CLI is all text-based. Think secret agent movies and they always have a tech person behind the scenes operating on a computer typing in fast commands in a CLI. They type commands to get stuff done faster. It’s more efficient if you know what you’re doing, uses fewer system resources, and gives you way more control over your system. But it’s not as beginner friendly. You’ve got to remember commands or at least be willing to look them up and do some digging, and there’s not much visual feedback to guide you if you mess up, it might just say command not recognized or just nothing at all.

In the end, GUIs are great for everyday tasks and users who want something simple, while CLIs are powerful but come with a steeper learning curve. It really depends on what you need to do and how comfortable you are with computers.