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Creative Coding I

GUI vs CLI

23 August 2020

The Differences and Similarities between GUI’s and CLI’s

In exploring the differences between the two interfaces, my first impression was the visuals. While GUI’s are more user friendly, CLI’s seem like they are built more for the computer tech who is involved with the inner workings of directories and files. Another thing I noticed was the names of things: folders and directories. This was quite confusing at first but once I got around to the idea the name does make sense. Its almost like its more number based, rather than graphic based. Something else that stuck out to me is the coding nature of navigating through the CLI system. Instead of using a mouse to navigate throughout folders and files, commands are used to display and edit information. Although this is much more laborious and tedious for me now, I could see how that type of workflow could speed up the process of whatever you were doing once you mastered the language of it.

I like the idea of paths and the different ways to find yourself in directories or leave them. Rather than just clicking, one must think differently as to how one is navigating the workspace.

There are ways to view your work in both interfaces, but the ability to multitask is largely reduced I believe in the CLI. You can’t exactly toggle between windows or bookmark something to come back to. In the GUI system that is more easily done. When using a CLI it is at first intimidating because of all the obvious differences, but after you realize that the same files and folders still exist, and that there are ways to edit them and move them in a way that works as well as a GUI, it is quite comforting. I’m sure that as I learn more about CLI’s I will notice more and more similarities and not be as daunted by all of the varying aspects of it that contrast with a GUI system.