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Creative Coding – GUI vs CMD

Ever since I can remember, I’ve used the command line to do interesting and helpful things, for example, giving my user account admin privileges while removing admin privileges from my father’s user account at age 10. My father tried to limit the time I spent on the computer – well, look how that turned out! His futile attempts to shelter me from the online world actually did the opposite of what he was intending, but today, I believe we are both grateful for that mishap.

GUI’s are comprehensive and easy to use. I’ve been using GUIs since the early age of 5 or 6. Having a father who works cyber security in the military will definitely leave an impression on the young mind. I have been exploring windows and its GUIs and CMD prompt for years, so I am familiar with both. I will say, due to the cohesiveness of the GUI, I definitely understand it better. Point and click is pretty easy to grasp, but once you start messing around with the command line interface, things can get a whole lot deeper.

When speaking specifically in terms of files and folders, I find it easy to navigate them through both interfaces. Using “cd .” and “cd ..” or naming a path to navigate using CLI is simple enough, but so is using file explorer. I guess it just comes down to personal preference, and since I don’t have the CLI open all the time, I usually just use file explorer. Sometimes I find that file explorer can seem a little cluttered, so for ease of use I find it better to use the CLI.