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Creative Coding 1

GUI/CLI

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There are several different systems and interfaces that allow users to easily interact with computer software. The two most common systems are Graphical User Interfaces and Command Line Interfaces. A Graphical User Interface, otherwise known as “GUI”, is a form of user interface that allows people to interact with software using icons, pointers, windows, and other visual implements. These implements allow users to perform tasks, utilizing input tools such as keyboards, touch screens, or a mouse. Visual feedback is consistent and constant, allowing users to easily know when a mistake is made. GUIs are very easy to interact with, and the most simple of them do not require more than basic instructions. A few examples of GUIs are Microsoft Windows, MacOS, and ChromeOS.

Command Line Interfaces, “CLIs”, however do not utilize visual icons. Rather, a Command Line Interface is a text based interface. Commands are inputted via text, using a keyboard, which the CLI processes and then has the software perform these inputted commands. A CLI allows users to more specifically trigger commands within the software, and can allow for more intricate actions than a GUI can. A few examples of CLIs include Java Script, Windows CLI, and Linux CLI. A CLI typically requires more training to operate than a GUI, but it is still a fairly intuitive system. Both systems have their own roles, and have their own important functions as software interfaces.