

There are few similarities between graphic user interface and command line interface. Both allow the user to access directories of the computer and navigate through them. Graphic user interface is a bit more user friendly as it has icons that show what the user is telling the computer to do. It also doesn't require you to remember command names and how to type them out. The user relies heavily on their mouse and their keyboard.

On the other hand, the command line interface provides the user with a text centered way to work. It seems to load a little bit faster than a graphic user interface because it has no image to load. This interface requires the user to be able to type in commands instead of just clicking or right clicking an area, meaning some experience and knowledge is required. If something gets mistyped the interface isn't able to assume what you wanted or needed.

I prefer the graphic user interface because it is more straightforward and I understand what I am doing with it. Looking and messing with the command line interface is simple enough if you know what you are doing. I found this interface a bit more interesting as it is more complex and something that most people are unwilling to learn because it *looks* too complicated on the surface. Both systems have their advantages but I find, along with many others, the graphic one to be more user centered and the command line to be more efficiency focused.