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A graphical user interface uses graphics to allow people navigate a device while command-line user interface uses text commands to navigate a device. Examples of a graphical user interface are the icons at the bottom of a computer to represent different things like a computer's files or to open a search engine or the mouse on the screen that we use to click on different things to interact with, Examples of command-line user interfaces are harder to describe because they are essentially just using words, text-based commands, to make actions and interact with the device. Graphical user interfaces are easier for everyone because they are very straightforward and there is very little room for user error. Command-line user interfaces rely on the user to memorize the correct commands to be able to efficiently use it. Although command-line allows for more control and precision while graphical is plainly easier and there's no automation.