

## Comparing and Contrasting Graphical User Interfaces and Command-Line Interfaces

Computer coding has become a new and wonderful language for me to learn and quite frankly I am learning something new every day that I interact with this class. Coding can lead into creative art forms and I am excited to see what I can create in this new medium. In this short response we were asked to compare and contrast Graphical User Interfaces (GUI's) and Command-Line Interfaces (CLI's).

From what I have extrapolated thus far in our readings and short videos displayed throughout this course on week one, GUI's are what we "normally use" on an everyday basis. They are the graphical folders we see on our desktops and that can often replicate the "real world" with no complicated commands. GUI's can offer multiple programs displays and flexibility within users. While GUI's offer users' easy access to folders and documents visually there is also another type of computer interface a user can use called CLI's. CLI's can be used consistently between different platforms, they are used for high speed and require very low memory usage. The nice thing about CLI's is that they do not require a mouse which can be helpful when there are issues on your computer and your computer mouse is not connecting.

Both user interfaces offer many advantages and disadvantages in the use of computers, but I am still "too new" to really give a conclusive response in which format I like more. I cannot wait to learn more about CLI's so I can give a stronger opinion about its use in the future.