The biggest and most obvious difference between a GUI and CLI is on how it looks, how it interacts with the user, and how it works on the surface.

Personally, I grew up mainly with GUI, and completely alienated from CLI. GUI’s strongest point is the visualization on what would otherwise be somewhat complex concepts. It’s easier for me to click around a GUI and figure out how it works without needing to search up a tutorial.

Around 2 days ago was my first endeavor into the world of CLI through command prompt. It reminds me of an old-school text-based adventure game, where you would enter a prompt for the character to act out the prompt. Unfortunately, I never actually played a text-based adventure game before. Getting into CLI was intimidating at first, as everything line, every prompt seemed alienated without knowing the actual meaning of the prompt.

GUI was, and still is an easier space for me to learn how a tool work, but after tinkering around in CLI, I can say that there are limits to what GUI can do without obscuring some important file manipulation methods. CLI reveals everything to the user with a simple prompt here and there, while GUI hides away all the more complex concept of a computer’s directory.