

Forum:[Hack Forums](#)

Thread: [CLI vs GUI vs Auto](#)

Hackers - August 6, 2024, 8:41 pm

Do you enjoy writing programs that run automatically (script, no interaction), or do you prefer some interaction? For me i think it's situational, of course.

For CLI vs GUI, the decision can be based on a lot of factors. However, I feel that many times go for a GUI when a CLI tool is actually more than enough. On the other side, some people make insanely complicated CLI programs that could be better with a GUI - this of course also depends on who the users are.

What do you think?

globalroot - August 8, 2024, 7:55 am

A CLI is needed when you need to finish your job ASAP. For example, taskkill. Just its arguments "taskkill /f /im chrome.exe". Or sending basic requests for testing with cURL. A GUI is needed when the shit gets complicated. I wouldn't use tasklist instead of System Informer for example.

That's how it should be, in my opinion.

SovietBastard - August 8, 2024, 9:35 am

in no case a GUI will be better then CLI, by definition GUI is slower and eats up a lot of resources, if you have 8gb ram and you use a gui that eats half of that, you should just use CLI, i don't know, maybe this is personal opinion, but if i have to run some code having the choice between gui and cli i would always chose the cli, spares more resources and it is faster, + it gives you a more technical advantage

happygonutty - August 8, 2024, 4:09 pm

I would say I would prefer GUI if it needs to please customers and clients but if you want something done in just a few keystrokes then go with CLI. The would be choice always depends on the preference of the audience or how demanding the results are.

SovietBastard - August 8, 2024, 5:00 pm

(Aug 8, 2024 04:09 PM)happygonutty Wrote: [\[CITE\]](#) I would say I would prefer GUI if it needs to please customers and clients but if you want something done in just a few keystrokes then go with CLI. The would be choice always depends on the preference of the audience or how demanding the results are.

you sound like Jeff bezos

happygonutty - August 9, 2024, 1:05 am

(Aug 8, 2024 05:00 PM)SovietBastard Wrote: [\[CITE\]](#) you sound like Jeff bezos
Lol. Explain, I am curious? ?

SovietBastard - August 9, 2024, 1:31 am

(Aug 9, 2024 01:05 AM)happygonutty Wrote: [\[CITE\]](#) Lol. Explain, I am curious? ?
sure, when someone talks about customer-support, client-request, job profit, etc... that is Jeff :D

happygonutty - August 9, 2024, 1:45 am

(Aug 9, 2024 01:31 AM)SovietBastard Wrote: [\[CITE\]](#) sure, when someone talks about

customer-support, client-request, job profit, etc... that is Jeff :D

I still don't understand your humor but anyway, here is a quick love for you. ?

Phantom_NiNja - August 10, 2024, 12:45 am

(Aug 6, 2024 08:41 PM)nodes Wrote: [\[CITE\]](#) Do you enjoy writing programs that run automatically (script, no interaction), or do you prefer some interaction? For me i think it's situational, of course.

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It depends on the situation. I write programs but do have scripts like clean stuff up or check stuff and makes files and deletes files and folders too.

My scripts could have CLI interactions it needs to be like to ask are you sure you want to remove such files.

I think all have purposes. I do like GUI's but..

For me most of the time I Write CLI scripts and then after so many improvements. I convert it to a GUI program when it get too complicated meaning too many options where a CLI would be too confusing to navigate. I then would created a GUI app and use the functions and stuff inside.

That's normally my flow. Figure out what kind of program to make. write it first in cli language. bash, batch, then add features to it when needed. Once it grows big then convert it to a GUI.

DeltaNox - August 12, 2024, 4:21 am

Well, the thing is that the majority of people expect a GUI. Most people don't even know how to use cmd window unless they have linux they'd probably have some basic understanding of the terminal. Still, smartphones and tablets are growing in popularity and a lot of people I know don't even use PC's anymore. So if you're developing a tool for someone else, you'll probably need a GUI because that's all they know. This is of course unfortunate for the developer as it requires more work, especially cross platform. But if I'm developing something for myself I don't really care so I'll just use CLI unless it'd be really convenient having a few buttons and textboxes.

Hackers - August 12, 2024, 8:00 am

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I also like the idea of doing both

You can set up the main function to accept params, or use a GUI if none are supplied.

However this is a niche use case and isn't as common

Agreed overall - people really aren't using PCs as much. Kids these days don't understand what you can or can't do, it's all packaged neatly for them in an app. It's a shame, we may end up with a

future where there is not enough profit in computers to justify the development. Already this trend is true in many niches, where mobile becomes the higher priority.

If a large % of the world doesn't buy computers, eventually people stop producing computers & computer software.

I hope that day never comes - luckily there are enough servers and enterprise companies to justify a computer industry. If it was only based on consumers, that would be scary.

SovietBastard - August 12, 2024, 12:07 pm

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i wouldn't be so worried about computer future, computers will never get away, life is just tech as we know it, there is tech everywhere, and wherever there is tech, there are computers, a mobile phone would never be able to run a server or a large language model like a computer, there is need for a lot of power, i would think another way, i would think that computers will become more and more required instead of extinct as we depend on them too much already

DarkVision - August 12, 2024, 3:08 pm

(Aug 6, 2024 08:41 PM)nodes Wrote: [\[CITE\]](#) Do you enjoy writing programs that run automatically (script, no interaction), or do you prefer some interaction? For me i think it's situational, of course.

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What do you think?

I couldn't agree more with your observation about GUI vs. CLI; how it's puzzling why some projects that would benefit from a GUI lack it, and vice versa.

As for my own development, i often find myself having a "I would love to" attitude towards the CLI or "under the hood" parts of the development process, and a "I have to" attitude towards the GUI part. In my opinion, it's simply not as fun to "tinker" with the GUI and controls.

Hoping for MSDOS to return. ?

M?tt - August 12, 2024, 3:16 pm

I'm going to say it depends on the audience. If we are talking about a program that is used for day-to-day tasks with a lot of customizable options, I would prefer a GUI. I can't imagine trying to write my school papers in a CLI when I want to change anything from the font-size, indent, format, etc.

Whereas if I am doing a CTF, I definitely prefer CLI / Terminal based tools. I only use GUI if it's for an analysis of some kind or if there's hundreds of lines of text to analyze.

SovietBastard - August 13, 2024, 4:29 am

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Hackers - August 13, 2024, 4:32 am

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Yeah, I think sometimes it comes down to:

- skills
- time
- budget

If someone lacks skills, time, or budget, they may make a different decision. GUIs for some may take more time, while others may struggle to build a CLI style program but know how to put together a GUI. It really just depends

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yeah GUI can just make things easier. for example:

- reviewing git differences in command line / terminal
- versus viewing git differences with left/right side views for side-by-side comparison

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most of the times if you can execute 100 instructions from gui you can exec 150 from a cli, if there is no such program i can use i will just write my own

dobroy_000 - August 17, 2024, 6:50 am

both have pros and cons, but cli spares more resources at the end

n1k7 - November 24, 2024, 12:19 am

It's totally up to the end user honestly, while developers tend to love CLI usages it turns out majority of the not-so-tech savvy people are opting for CLI access for an software.

I tend to rely on CLI when doing RE/Debug and GUI unless its absolutely necessary, its really a subjective choice based on the user preferences.

- - Good day.

Radigast - December 1, 2024, 1:26 pm

This is a question that sits at the heart of software design, isn't it? Whether I enjoy writing programs that run without interaction or prefer some level of engagement depends entirely on the context—and the intended audience.

For personal use or automation-heavy tasks? Hands down, give me a clean, no-interaction script every time. There's something satisfying about watching a script execute flawlessly while I sip my coffee. It's like setting off a perfectly crafted exploit payload—precise, efficient, and hands-free.

As for CLI vs GUI, I feel you. The choice isn't just about functionality; it's about user context. A CLI can be a surgical instrument: lightweight, efficient, and powerful for users who know what they're doing. But when you're writing something for broader audiences or for tasks that require intuitive workflows, a GUI often wins. The trade-off is simplicity versus accessibility.

That said, there's a crime against humanity I've seen too often: overly complex CLI tools with nested commands so deep they might as well require a PhD to use. If you need 15 flags just to list files, maybe it's time for a rethink—or a GUI.

Ultimately, it boils down to the user. If I'm the one running the show, CLI all the way. If I'm writing for less technical users or for a process that benefits from visualization, a GUI can be the bridge. The real skill is knowing when to wield each tool. After all, a program is only as good as the user experience it provides—whether that's blinking cursor or drag-and-drop."

What's your preference, and do you ever find yourself overcomplicating the decision for the sake of elegance? Happens to the best of us. ?

Radigast
HackThePlanet

Novo - December 11, 2024, 4:27 am

long time havent made any GUI software; most of my latest ones are just CLI, as I see no reason for a GUI.

Hackers - December 11, 2024, 7:19 am

(Dec 11, 2024 05:27 AM)NovoDev Wrote: [\[CITE\]](#) long time havent made any GUI software; most of my latest ones are just CLI, as I see no reason for a GUI.

How do you feel about mass appeal? Unfortunately a large part of the market is addicted to easy-to-use, over-simplified apps. Up from there, some daring users use GUIs. And then there's us - the psychos using CLI. I love CLI, but just curious if you are mainly creating software for yourself / devs, or if you are wanting to make anything in the future that the average user can comprehend. :)

It's a shame what has happened to the world & its knowledge of tech.

New generations act like they are the tech wizards but they can't even enter BIOS.

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It's a shame what has happened to the world & its knowledge of tech.

New generations act like they are the tech wizards but they can't even enter BIOS. That's a good question, dude. The answer is that, as a developer, I create software for businesses, they have to use a GUI as they do not understand CLI. When developing apps for myself, I do use CLI, as it looks amazing.

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makes sense, it really is about who is using it.

Maybe this next part deserves its own thread, but what do you think about writing drivers/modules vs programs? Would you rather build out a module and then use that in your PE, or just write your code in the PE source itself?

I started with just PE, but moved into drivers and it honestly is nice. Feels very similar to classes and other includes or dependencies from other languages. But, it's not always worth it.