

Non-Interactive Execution

[Go up to Terms and Definitions](#)

Discussion

Non-Interactive Execution is execution that completes without requiring a person to provide unplanned input, make an immediate decision, or respond to a prompt during processing.

The executing process receives its required inputs through controlled configuration, files, environment values, credentials, interfaces, or other predefined mechanisms.

Non-Interactive Execution supports automation by allowing a command, workflow, or [Build Pipeline](#) to run without an attending operator.

Within Crucible, non-interactive commands return defined exit status values and produce structured records that allow a continuous-integration or continuous-delivery system to determine whether an operation succeeded or failed.

Definition

execution that completes without requiring a person to provide unplanned input, make an immediate decision, or respond to a prompt during processing

Source

Generalized from command-line processing, build automation, continuous integration, continuous delivery, and unattended-operation usage and specialized for the Crucible architecture and operational model.

Note

Non-Interactive Execution does not eliminate human governance, approval, or review. A person may approve the inputs or authorize the operation before execution begins and may review the results after execution completes.

A process that pauses for an expected external approval may remain part of an automated workflow, but the paused activity is not itself fully non-interactive.

Example

A continuous-integration service invokes Crucible with a pinned Description and predefined credentials. Crucible completes the requested build and returns a success or failure status without requesting any operator input.

© 2026 Dido Solutions, Inc. and Jackrabbit Consulting, Inc.

From:
<https://wiki.didosolutions.com/> - **Dido Solutions, Inc Wiki**

Permanent link:
https://wiki.didosolutions.com/dido/99_annexes/annex-b-terms-and-definitions/n/non-interactive_execution

Last update: **2026/07/13 12:26**

