

Copilot

Yes, if your `udemycpp` executable requires a string argument when executing, you need to modify the `add_custom_command` to include that argument. Here's how you can do it:

```
cmake_minimum_required(VERSION 3.14.0)
project(udemycpp)

# Add include directories
include_directories(${CMAKE_SOURCE_DIR}/include)

# Add source files
add_executable(udemycpp main.cpp classesObjects.cpp)

set_property(TARGET udemycpp PROPERTY CXX_STANDARD 17)

# Modify add_custom_command to include the required argument
add_custom_command(
  TARGET udemycpp
  POST_BUILD
  COMMAND udemycpp "your_string_argument"
  WORKING_DIRECTORY ${CMAKE_CURRENT_BINARY_DIR}
  COMMENT "Running udemycpp after build with argument"
)
```

In this example, replace `"your_string_argument"` with the actual string argument your executable requires. The `POST_BUILD` keyword ensures that the command is executed after the build process is complete.

Does this help? Let me know if you need any further assistance!