```cpp
#include <iostream>
#include <stdio.h>
#include <stdlib.h>

#include "DataManager.h"

// don't use: "using namespace std;" to keep clear that we use std and
// not any other library and by the same way keeping ready to use an other
// library than the std.

int main(int argc, char * argv[])
{
    DataManager manager;

    bool optionE = false;
    bool optionT = false;
    bool optionG = false;
    int tHour = 0;
    std::string gFilePath = "";
    std::string logFilePath = "";
    int currentArg = 1; //pass the first arg which is the program name (+ path)

    //read the input arguments:

    while (currentArg < argc-1)
    {
        if(argv[currentArg][0] == '-')
        {
            switch (argv[currentArg][1])
            {
                case 'e':
                    optionE = true;
                    break;
                case 't':
                    optionT = true;
                    currentArg++; //if the argument is "-t" then the next must be the hour
                    tHour = atoi(argv[currentArg]);
                    break;
                case 'g':
                    optionG = true;
                    currentArg++; //if the argument is "-g" then the next must be the file path
                    gFilePath = argv[currentArg];
                    break;
            }
        }
        currentArg++;
    }
    if(currentArg >= argc)
    {
        std::cout << "wrong number of arguments" << std::endl;
        return 1;
    }
    logFilePath = argv[argc-1];

    if(manager.LoadLogFile(logFilePath)==1)
    {
        return 1;
    }
    manager.Request(optionT,tHour, optionE, optionG,gFilePath);
    return 0;
}
```