```
#include <iostream>
#include <gps.h>
int main()
  // Open GPS connection
  gps data t gpsData;
  if (gps_open("localhost", "2947", &gpsData) == -1) {
     std::cerr << "Failed to open GPS connection." << std::endl;
     return 1;
  }
  // Enable streaming of GPS data
  gps stream(&gpsData, WATCH ENABLE | WATCH JSON,
NULL);
  // Main loop to read and process GPS data
  while (true) {
    // Wait for new data
     if (gps_waiting(&gpsData, 500)) {
       // Read the data
       if (gps_read(&gpsData) == -1) {
          std::cerr << "Failed to read GPS data." << std::endl:
          break:
       // Check if fix data is available
       if (gpsData.status == STATUS FIX) {
          // Get latitude and longitude
          double latitude = qpsData.fix.latitude;
          double longitude = qpsData.fix.longitude;
          // Print latitude and longitude
          std::cout << "Latitude: " << latitude << std::endl;
          std::cout << "Longitude: " << longitude << std::endl;
       else {
          std::cerr << "No GPS fix available." << std::endl;
     }
```

```
// Close GPS connection
gps_stream(&gpsData, WATCH_DISABLE, NULL);
gps_close(&gpsData);
return 0;
}
```

This code uses the <code>gps_open</code> function to open a connection to the GPS sensor. It then enables the streaming of GPS data using <code>gps_stream</code> with the <code>WATCH_ENABLE</code> and <code>WATCH_JSON</code> flags. Inside the main loop, it waits for new data using <code>gps_waiting</code> and reads the data using <code>gps_read</code>. If a valid fix is available, it retrieves the latitude and longitude from the <code>gps_data_t</code> structure and prints them to the console.

Make sure to link against the **libgps** library when compiling the code. The library can be installed using the package manager of your operating system (e.g., **libgps-dev** on Debian-based systems).

Note that this code assumes that the GPS daemon (**gpsd**) is running on the local machine, listening on port 2947. Adjust the parameters passed to **gps_open** according to your setup if necessary.