



# Command line arguments in C++

# Get arguments

```
int main(int argc, char** argv){
```

```
int main(int argc, char *argv[]) { /* ... */ }  
or  
int main(int argc, char **argv) { /* ... */ }
```

Here,

- **argc (ARGument Count)** is an integer variable that stores the number of command-line arguments passed by the user including the name of the program. So if we pass a value to a program, the value of argc would be 2 (one for argument and one for program name)
- The value of argc should be non-negative.
- **argv (ARGument Vector)** is an array of character pointers listing all the arguments.
- If argc is greater than zero, the array elements from argv[0] to argv[argc-1] will contain pointers to strings.
- argv[0] is the name of the program , After that till argv[argc-1] every element is command - line arguments.

# Get arguments example

```
int main(int argc, char** argv){

    /**
     * Lista de argumentos que recibiremos:
     * • Tiles: number of tiles in the board.
     * • Game Type:
     * o A = The game is executed automatically until one player wins.
     * o M = Manual mode. User interaction required on each turn.
     */

    //Checking for arguments:
    int tiles = 30;
    cout << "argc: " << argc << endl;
    if (argc > 1 ){ tiles = stoi(argv[1]); };

    string gameType = "A";
    if (argc > 2 ){ gameType = argv[2]; };


    cout << "The board will have " << tiles << " tiles." << endl;
    cout << "The gameplay will be " << gameType << "." << endl;

};
```