

Command-Line Arguments

Command-Line Arguments

- So far, all of your programs have begun pretty much the same way.

```
int main(void)
{
```

- Since we've been collecting user input through in-program prompts, we haven't needed to modify this declaration of `main()`.
- If we want the user to provide data to our program before the program starts running, we need a new form.

Command-Line Arguments

- To collect so called **command-line arguments** from the user, declare main as:

```
int main(int argc, string argv[])  
{
```

- These two special arguments enable you to know what data the user provided at the command line and how much data they provided.

Command-Line Arguments

- `argc` (argument count)
 - This integer-type variable will store the **number** of command-line arguments the user typed when the program was executed.

command	argc
<code>./greedy</code>	1
<code>./greedy 1024 cs50</code>	3

Command-Line Arguments

- `argv` (argument vector)
 - This array of strings stores, one string per element, the actual text the user typed at the command-line when the program was executed.
 - The first element of `argv` is always found at `argv[0]`. The last element of `argv` is always found at `argv[argc-1]`.
 - Do you see why?

Command-Line Arguments

- argv (argument vector)
 - Let's assume the user executes the greedy program as follows

```
./greedy 1024 cs50
```

argv indices	argv contents
argv[0]	“./greedy”
argv[1]	
argv[2]	
argv[3]	

Command-Line Arguments

- argv (argument vector)
 - Let's assume the user executes the greedy program as follows

```
./greedy 1024 cs50
```

argv indices	argv contents
argv[0]	“./greedy”
argv[1]	“1024”
argv[2]	
argv[3]	

Command-Line Arguments

- `argv` (argument vector)
 - Let's assume the user executes the greedy program as follows

```
./greedy 1024 cs50
```

argv indices	argv contents
<code>argv[0]</code>	<code>“./greedy”</code>
<code>argv[1]</code>	<code>“1024”</code>
<code>argv[2]</code>	<code>“cs50”</code>
<code>argv[3]</code>	

Command-Line Arguments

- argv (argument vector)
 - Let's assume the user executes the greedy program as follows

```
./greedy 1024 cs50
```

argv indices	argv contents
argv[0]	“./greedy”
argv[1]	“1024”
argv[2]	“cs50”
argv[3]	???