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User Management API > BS2_GetUserStatistic

BS2_GetUserStatistic

[+ 2.8.3] Gets the user-related statistics that the device has.

Declaration

```
#include "BS_API.h"

int BS2_GetUserStatistic(void* context, uint32_t deviceId, BS2UserStatistic*
userStatistic);
```

> See BS2UserStatistic Structure

파라미터

- [In] *context* : Context
- [In] *deviceId* : 장치 식별자
- [Out] *userStatistic* : 사용자 관련 통계 정보를 저장할 포인터

반환값

성공적으로 수행될 경우 **BS_SDK_SUCCESS**를 반환하고, 에러가 발생할 경우 상응하는 에러 코드를 반환합니다.

샘플코드(C++)

sample_getuserstatistic.cpp

```
BS2UserStatistic statistic = { , };
int sdkResult = BS2_GetUserStatistic(context_, id, &statistic);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_GetUserStatistic call failed: %d", sdkResult);
    return;
}
```

```
printf("numUsers:%u", statistic.numUsers);
printf("numCards:%u", statistic.numCards);
```

샘플코드(C#)

sample_getuserstatistic.cs

```csharp
BS2UserStatistic statistic;
Console.WriteLine("Trying to get user statistic");
BS2ErrorCode sdkResult =
(BS2ErrorCode)API.BS2_GetUserStatistic(sdkContext, deviceID, out
statistic);
if (sdkResult != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", sdkResult);
    return;
}

Console.WriteLine("numUsers : {0}", statistic.numUsers);
Console.WriteLine("numCards : {0}",  statistic.numCards);
```