


Table of Contents

- BS2_GetUserStatistic** 1
- Declaration 1
- Parameter 1
- 반환값 1
- 샘플코드(C++) 1
- 샘플코드(C#) 2

 **This page is not fully translated, yet. Please help completing the translation.**
(remove this paragraph once the translation is finished)

[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](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Id
- [Out] *userStatistic* : Pointer to store user-related statistics

반환값

성공적으로 수행될 경우 BS_SDK_SUCCESS를 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](#)

```
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);
```

From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=en:bs2_getuserstatistic&rev=1662517126

Last update: **2022/09/07 11:18**