BS2_GetUserStatistic ....

User Management API > BS2_GetUserStatistic

BS2_GetUserStatistic

[+ 2.8.3]   .

```
#include "BS_API.h"

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

> BS2UserStatistic

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *userStatistic* :

BS_SDK_SUCCESS   ,
.

(C++)

sample_getuserstatistic.cpp

```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);
```

(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);
```