

`/give <target> <item> [amount] [data] [JSON]`

`<target>` Player, e.g.:
* @p - you
* @a - all players
* @r - random player

`<item>` e.g.:
* redstone_block
* diamond_block
* border_block
* barrier
* light_block
* repeating_command_block
* structure_block
* command_block

`[amount]` number, default 1

`[data]` number between 0-32767, default 0

`[JSON]` Item properties, see enchants

Example: give yourself a stack of command blocks

```
/give @p command_block 64
```

Example: give yourself a sharpness 5 netherite sword

```
/give @p netherite_sword 1 0
```

```
  {"minecraft:item_properties":  
   {"enchants": ["sharpness5 "]}}
```

something



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