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

<target>	Player, e.g.: * `@p` - you * `@a` - all players * `@r` - random player
<item>	e.g.: * `redsto ne_ block` * `diamon d_block` * `border _block` * `barrier` * `light_ block` * `repeat ing _co mma nd_ block` * `struct ure _block` * `comman d_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 comman d_block 64
```

Example: give yourself a sharpness 5 netherite sword

```
/give @p nether ite _sword 1 0
  {"mi nec raf t:i tem _pr ope rti es":
    {"en cha ntm ent s": ["sh arp nes s#5 "]}}
```

something

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