

/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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