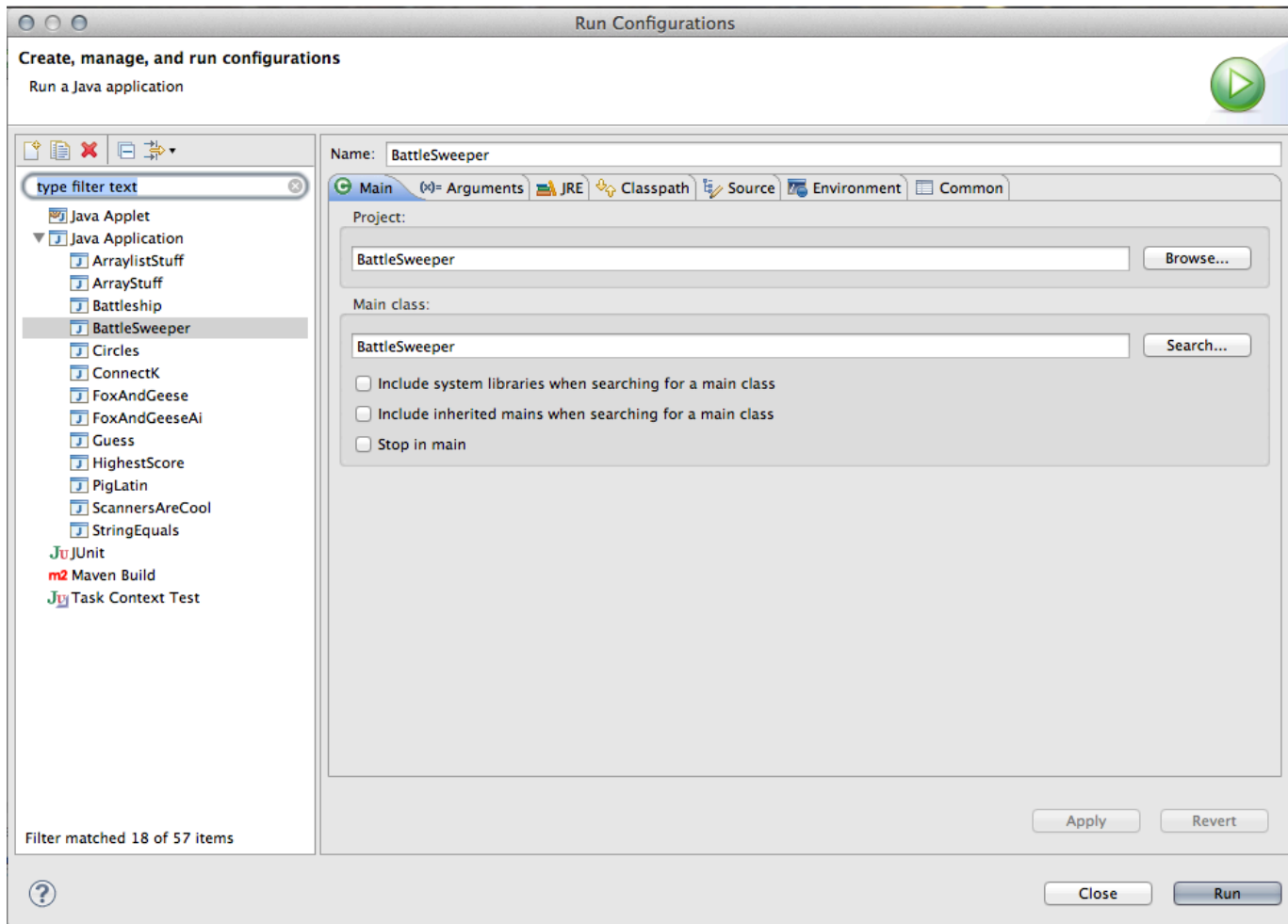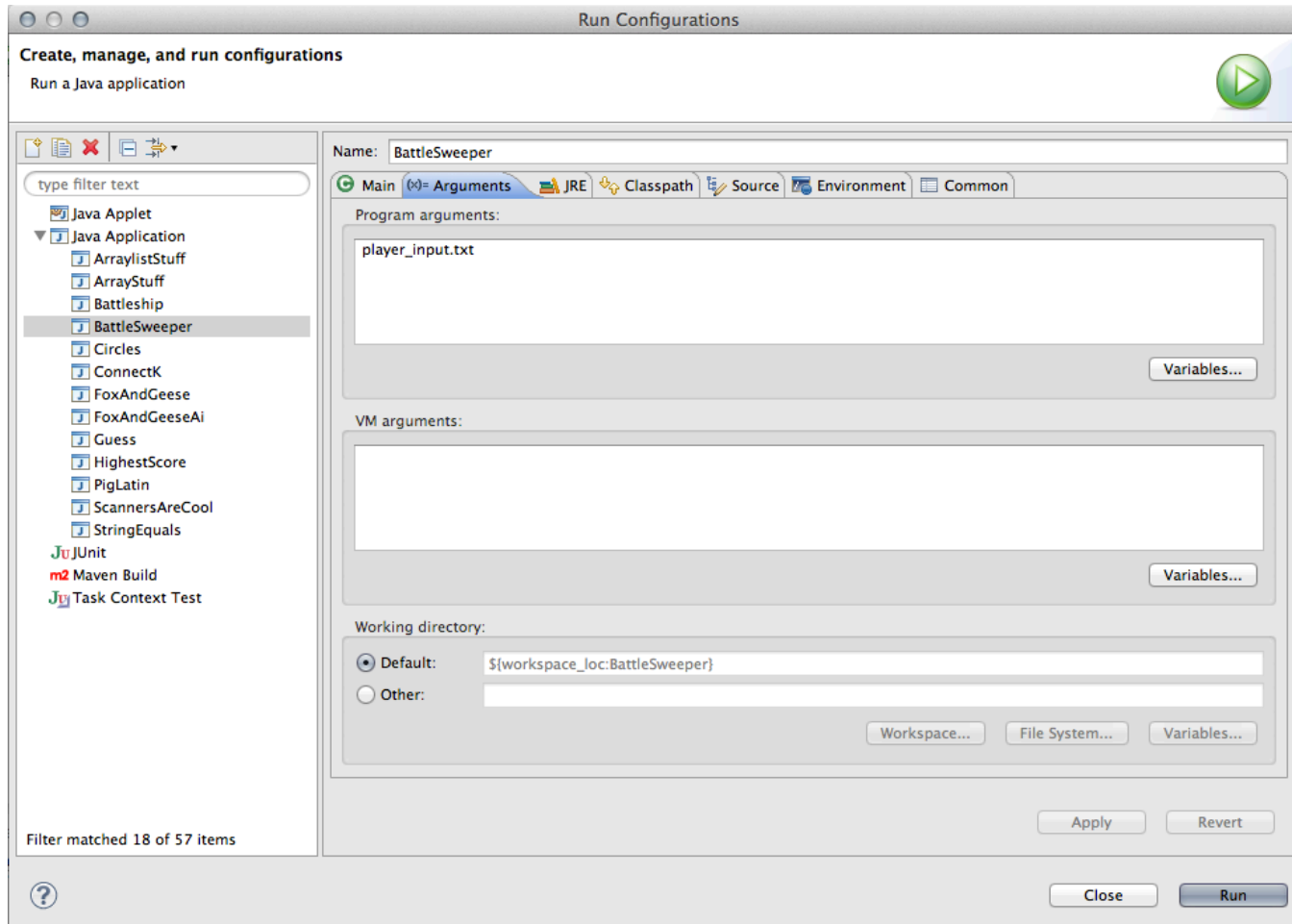When you want to run a program with command line arguments, click on the little arrow next to your green Run button, and select Run Configurations... from the drop-down menu.

You'll see this window. Right now, the Main tab is highlighted. Click on the second tab, Arguments.

In the text box that says Program arguments: you'll enter any command line arguments you wish to give your program. Here, I've provided `player_input.txt` as an argument. Finish by clicking the Run button in the bottom right.