

# Programming with Stata 14.1 Cheat Sheet

For more info see Stata's reference manual (stata.com)

## 1 Scalars both r- and e-class results contain scalars

**scalar** x1 = 3  
create a scalar x1 storing the number 3  
**scalar** a1 = "I am a string scalar"  
create a scalar a1 storing a string

Scalars can hold numeric values or arbitrarily long strings

## 2 Matrices e-class results are stored as matrices

**matrix** a = (4 \ 5 \ 6)  
create a 3 x 1 matrix  
**matrix** b = (7, 8, 9)  
create a 1 x 3 matrix  
**matrix** d = b' transpose matrix b; store in d  
**matrix** ad1 = a \ d  
row bind matrices  
**matrix** ad2 = a , d  
column bind matrices  
**matselrc** b x, c(1 3) findit matselrc  
select columns 1 & 3 of matrix b & store in new matrix x  
**mat2txt**, **matrix**(ad1) **saving**(textfile.txt) **replace**  
export a matrix to a text file ssc install mat2txt

## DISPLAYING & DELETING BUILDING BLOCKS

**[scalar | matrix | macro | estimates] [list | drop]** b  
list contents of object b or drop (delete) object b  
**[scalar | matrix | macro | estimates] dir**  
list all defined objects for that class

**matrix list** b list contents of matrix b  
**matrix dir** list all matrices  
**scalar drop** x1 delete scalar x1

## 3 Macros public or private variables storing text

**GLOBALS** available through Stata sessions **PUBLIC**

**global** pathdata "C:/Users/SantasLittleHelper/Stata"  
define a global variable called pathdata  
**cd \$pathdata** — add a \$ before calling a global macro  
change working directory by calling global macro  
**global** myGlobal price mpg length  
**summarize** \$myGlobal  
summarize price mpg length using global

**LOCALS** available only in programs, loops, or .do files **PRIVATE**

**local** myLocal price mpg length  
create local variable called myLocal with the strings price mpg and length  
**summarize** `myLocal' add a ' before and a ' after local macro name to call  
summarize contents of local myLocal  
**levelsof** rep78, **local**(levels)  
create a sorted list of distinct values of rep78, store results in a local macro called levels  
**local** varLab: **variable label** foreign can also do with value labels  
store the variable label for foreign in the local varLab

**TEMPVARS & TEMPFILES** special locals for loops/programs

**tempvar** temp1 — initialize a new temporary variable called temp1  
**generate** `temp1' = mpg^2 — save squared mpg values in temp1  
**summarize** `temp1' — summarize the temporary variable temp1  
**tempfile** myAuto create a temporary file to be used within a program see also tempname  
**save** `myAuto'

## Building Blocks basic components of programming

R- AND E-CLASS: Stata stores calculation results in two\* main classes:

**r** return results from general commands such as **summary** or **tabulate**  
**e** return results from estimation commands such as **regress** or **mean**

To assign values to individual variables use:

- 1 SCALARS **r** individual numbers or strings
  - 2 MATRICES **e** rectangular array of quantities or expressions
  - 3 MACROS **e** pointers that store text (global or local)
- \* there's also s- and n-class

## 4 Access & Save Stored r- and e-class Objects

Many Stata commands store results in types of lists. To access these, use **return** or **ereturn** commands. Stored results can be scalars, macros, matrices or functions.

**summarize** price, detail  
**r** **return** list  
returns a list of scalars

**mean** price  
**e** **ereturn** list  
returns list of scalars, macros, matrices and functions

scalars:  
r(N) = 74  
r(mean) = 6165.25...  
r(Var) = 86995225.97...  
r(sd) = 2949.49...  
...

Results are replaced each time an r-class / e-class command is called

scalars:  
e(df\_r) = 73  
e(N\_over) = 1  
e(N) = 73  
e(k\_eq) = 1  
e(rank) = 1

**generate** p\_mean = r(mean)  
create a new variable equal to average of price

**generate** meanN = e(N)  
create a new variable equal to obs. in estimation command

**preserve** create a temporary copy of active dataframe

**restore** restore temporary copy to original point set restore points to test code that changes data

## ACCESSING ESTIMATION RESULTS

After you run any estimation command, the results of the estimates are stored in a structure that you can save, view, compare, and export

**regress** price weight  
**estimates store** est1  
store previous estimation results est1 in memory

Use **estimates store** to compile results for later use

**eststo** est2: **regress** price weight mpg ssc install estout  
**eststo** est3: **regress** price weight mpg foreign  
estimate two regression models and store estimation results  
**estimates table** est1 est2 est3  
print a table of the two estimation results est1 and est2

## EXPORTING RESULTS

The **estout** and **outreg2** packages provide numerous, flexible options for making tables after estimation commands. See also **putexcel** command.

**esttab** est1 est2, se star(\* 0.10 \*\* 0.05 \*\*\* 0.01) label  
create summary table with standard errors and labels

**esttab** using "auto\_reg.txt", replace plain se  
export summary table to a text file, include standard errors

**outreg2** [est1 est2] using "auto\_reg2.txt", see replace  
export summary table to a text file using outreg2 syntax

## Additional Programming Resources

- bit.ly/statacode** download all examples from this cheat sheet in a .do file
- adoupdate** Update user-written .ado files **adolist** List/copy user-written .ado files ssc install adolist
- net install package, from** (https://raw.githubusercontent.com/username/repo/master) install a package from a Github repository
- https://github.com/andrewheiss/SublimeStataEnhanced** configure Sublime text for Stata 11-14

## Loops: Automate Repetitive Tasks

### ANATOMY OF A LOOP

see also **while**

Stata has three options for repeating commands over lists or values: **foreach**, **forvalues**, and **while**. Though each has a different first line, the syntax is consistent:

```
foreach x of varlist var1 var2 var3 {  
  // temporary variable used only within the loop  
  // requires local macro notation  
  command `x', option  
  ...  
}
```

objects to repeat over  
open brace must appear on first line  
close brace must appear on final line by itself  
command(s) you want to repeat can be one line or many

### FOREACH: REPEAT COMMANDS OVER STRINGS, LISTS, OR VARIABLES

**foreach** x inof [local, global, varlist, newlist, numlist] {  
Stata commands referring to 'x'  
} list types: objects over which the commands will be repeated

**STRINGS**  
**foreach** x in auto.dta auto2.dta {  
sysuse `x', clear  
tab rep78, missing  
} same as...  
append using file1.dta  
append using file2.dta

**LISTS**  
**foreach** x in "Dr. Nick" "Dr. Hibbert" {  
display length `x'  
} display length("Dr. Nick")  
display length("Dr. Hibbert")  
When calling a command that takes a string, surround the macro name with quotes.

**VARIABLES**  
**foreach** x in mpg weight {  
summarize `x'  
} must define list type  
**foreach** x of varlist mpg weight {  
summarize `x'  
} summarize mpg  
summarize weight  
foreach in takes any list as an argument with elements separated by spaces  
foreach of requires you to state the list type, which makes it faster

### FORVALUES: REPEAT COMMANDS OVER LISTS OF NUMBERS

**forvalues** i = 10(10)50 {  
display `i'  
} Use display command to show the iterator value at each step in the loop  
display 10  
display 20  
...  
ITERATORS  
i = 10/50 → 10, 11, 12, ...  
i = 10(10)50 → 10, 20, 30, ...  
i = 10 20 50 → 10, 20, 30, ...

### DEBUGGING CODE

**set trace on (off)** trace the execution of programs for error checking  
see also **capture** and **scalar \_rc**

### PUTTING IT ALL TOGETHER

**generate** car\_make = word(make, 1) — pull out the first word from the make variable  
**levelsof** car\_make, **local**(cmake) — calculate unique groups of car\_make and store in local cmake  
**local** i = 1  
**local** cmake\_len : word count `cmake' — store the length of local cmake in local cmake\_len  
**foreach** x of local cmake {  
display in yellow "Make group `i' is `x'"  
if `i' == `cmake\_len' {  
display "The total number of groups is `i'"  
}  
local i = ++i — increment iterator by one  
}

define the local i to be an iterator  
tests the position of the iterator, executes contents in brackets when the condition is true  
increment iterator by one