**Program: shufflenum**

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The program shufflenum has 3 arguments:

1. The no of columns (n)
2. The seed (s)
3. The variable name (e)

**Example**

To create a table of shuffled numbers in the range (1,5) with seed as 3 and headings as hh\_total1, hh\_total2 and so on, run the below code.

shufflenum 5 3 hh\_total

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| hh\_total1 | hh\_total2 | hh\_total3 | hh\_total4 | hh\_total5 |
| 1 | 1 | 1 | 4 | 1 |
| 0 | 2 | 3 | 2 | 5 |
| 0 | 0 | 2 | 3 | 3 |
| 0 | 0 | 0 | 1 | 2 |
| 0 | 0 | 0 | 0 | 4 |

The output is stored in an excel file named Seed\_3\_Max\_Obs\_5.

**Use**

Random walk, a commonly used sampling technique in which the surveyor visits every nth household starting from a location, does not always result in representative sample, thereby reducing the precision of the estimates.

The output generated by the program shufflenum serves as an alternative to the random walk technique. Say, one wants to sample 2 households in an area containing 5 households. The surveyor will look under the heading hh\_total5 and survey the households corresponding to the first two observations.