

Chapter 10 Markdowns

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SAS: Data Manipulation in DATA

Operators

Here is a list of operators, with the order of evaluation sorted descendingly:

Symbol	Meaning
()	Things inside will be evaluated first
functions()	Functions, like <code>SIN()</code> <code>SQRT()</code>
**	Exponentiation
+ -	Make a value positive or negative respectively
NOT ^	Negation
<> ><	Maximum and Minimum
* /	Times and divide
+ -	Plus and minus
	String concatenation
= EQ	E qual
^= NE	N ot E qual
> GT	G reater T han
>= GE	G reater than or E qual to
< LT	L ess T han
<= LE	L ess than or E qual to
AND &	self-explanatory
OR	self-explanatory

Note: SAS use 0 to represent FALSE, and use others to represent TRUE.

SAS supports compact comparison, in which:

```
A = B = C; *(A = B) & (B = C);  
114 < E < 514; *(E < 514) & (E > 114);
```

is valid.

If a string is involved in arithmetic calculation, SAS will try to convert it into number.

```
'114' + 514; *628;  
'田所浩二' + 114514; *.;
```

If it fails, it will become a missing value.

*Note: It is recommended to use **PUT** and **INPUT** to convert string into numbers.*

If a missing value is involved in an arithmetic operation, the result will become a missing value.

```
4 + b; *.; /*b is a missing value*/
```

If a missing value is involved in a comparison operation, the missing value is always the smallest.

```
-114514 < .; *0 FALSE;
```

Variable Assignment

Do it like how you do it in C.

```
Var1 = 5 + 7 - 2 + E;
```

Variable List

varm - varn

Get **n - m** variables of name from **varm** to **varn**.

```
DATA Testify;  
  INPUT C1 - C4 Score1 - Score2;  
  *INPUT C1 C2 C3 C4 Score1 Score 2;  
  ... *NO;  
RUN;
```

a -- b

Get all variables between **a** and **b**.

```
DATA Testify;
  INPUT a cow pat $ b;
  ani = a -- b; *cow, pat;
  ...
RUN;
```

a -NUMERIC- b a -CHARACTER- b

Get all numeric/character values between **a** and **b**.

```
DATA Testify;
  INPUT a age name $ b;
  num = a -NUMERIC- b; *age;
  str = a -CHARACTER- b; *name;
  ...
RUN;
```

__ALL__ CHARACTER __NUMERIC__

Get all/character/numeric values in the data set.

```
DATA Testify;
  INPUT a age name $ b;
  al = __ALL__; *a age name b;
  str = __CHARACTER__; *name;
  num = __NUMERIC__; *a age b;
  ...
RUN;
```

Using functions

We can include a variable list into the parameters of the function using **OF**.

```
DATA Infinite_Strife;
  INPUT bpm artist $ diff1 - diff4;
  avg = MEAN(OF diff1 - diff4);
  ...
RUN;
```

Here is a list of functions fyr:

Function	Explanation
SQRT (<i>arg</i>)	Square-root the <i>arg</i>
ABS (<i>arg</i>)	Absolute-value the <i>arg</i>

Function	Explanation
<code>SIGN(arg)</code>	Determine the sign of <code>arg</code> . If <code>= 0</code> then <code>0</code> , If <code>> 0</code> then <code>1</code> , If <code>< 0</code> then <code>-1</code> .
<code>MOD(arg1, arg2)</code>	The remainder of <code>arg1/arg2</code> .
<code>MIN(*args) MAX(*args)</code>	Get the maximum/minimum value among the list.
<code>SIN(arg) COS(arg) TAN(arg)</code>	Self-explanatory.
<code>ARSIN(arg) ARCCOS(arg)</code> <code>ARTAN(arg)</code>	Arcsin or sth. (As the name would suggest.)
<code>EXP(arg)</code>	Exponential function. Do e^{arg}
<code>LOG(arg)</code>	Self-explanatory.
<code>FLOOR(arg)</code>	Round down the <code>arg</code> to integer.
<code>ROUND(arg, nearest)</code>	Round the <code>arg</code> to the nearest <code>nearest</code> .
<code>N(*args)</code>	Count the numeric arguments in <code>*args</code> .
<code>NMISS(*args)</code>	Count the missing values in <code>*args</code> .
<code>SUM(*args) MEAN(*args)</code> <code>STD(*args)</code>	Get the sum/mean/standard deviation of <code>*args</code> .
<code>PROBBNML(p, n, x)</code>	$Pr(Bin(n, p) \leq x)$
<code>PROBNORM(x)</code>	$Pr(N(0, 1) \leq x)$
<code>PROBIT(p)</code>	$Pr(N(0, 1) \leq x) = p$
<code>RANBIN(seed, n, p)</code>	Get a random value from $Bin(n, p)$
<code>RANNOR(seed)</code>	Get a random value from $N(0, 1)$
<code>RANUNI(seed)</code>	Get a random value from $U(0, 1)$
<code>TODAY()</code> <code>TIME()</code>	Get the date/time now.
<code>YEAR(arg) MONTH(arg)</code> <code>DAY(arg)</code>	Get the year/month/day from the date <code>arg</code> .
<code>MDY(month, day, year)</code>	Convert the date to SAS format.
<code>WEEKDAY(arg)</code>	Get <code>1</code> if it's Sunday, <code>2</code> if Monday and so on.
<code>LENGTH(arg)</code>	Get the length of the text <code>arg</code>
<code>LOWCASE(arg) UPCASE(arg)</code>	Self-explanatory.
<code>INDEX(source, arg)</code>	Get the first location of <code>arg</code> in <code>source</code> , both being string.
<code>INDEXC(source, arg)</code>	Get the first location of any character in <code>arg</code> in <code>source</code> .
<code>INDEXW(source, arg)</code>	Get the first location of word <code>arg</code> in <code>source</code> .

Function	Explanation
<code>SUBSTR(source, start, len)</code>	Get the string starting from position <code>start</code> with <code>length</code> from <code>source</code> .
<code>TRIM(arg)</code>	Remove leading and ending spaces from <code>arg</code> .
<code>SCAN(arg, n)</code>	Get the <code>n</code> -th word from string <code>arg</code> .

Conditional execution

IF THEN ELSE

Pretty basic. Syntax as follows:

```

*One-line sth;
...
  IF condition THEN
    sth;
  ELSE IF condition THEN
    sth;
  ELSE
    sth;
...
*Multiple-line sth;
...
  IF condition THEN DO;
    thing1;
    thing2;
  END;
  ELSE DO;
    thing3;
    thing4;
  END;
...

```

Note: Indentation is not necessary but recommended.

IN

Determines if something is included in a set to avoid a bunch of **ANDs**.

```

...
  IF 田所浩二 IN (OF FBI1 - FBI5) THEN
    val = 114514;
  ELSE
    val = .;
...

```

SELECT

More straight-forward conditional code.

```
...  
    SELECT;  
    WHEN (condition, condition)  
        sth;  
    WHEN (condition)  
        sth;  
    OTHERWISE DO;  
        sth;  
        sth;  
    END;  
    END;  
...
```

Looping

DO

Finally, our first looping in SAS.

```
...  
    DO index = 0 TO 6 BY 2;  
        thing1;  
        /* Will be executed 4 times with index = 0, 2, 4 and 6.*/  
    END;  
...  
    DO index = var1, var2, var3;  
        thing2;  
        /* Will be executed 3 times with index = var1, var2 and  
var3.*/  
    END;  
...
```

DO WHILE

Do the thing forever until the condition is false.

```
...  
    handsome = -2;  
    DO WHILE (handsome ^= 1);  
        handsome = handsome + 1;  
        /* Will be executed 3 times until handsome = 1. */  
    END;  
...
```