# basic organization and documentation

adam okulicz-kozaryn
adam.okulicz.kozaryn@gmail.com

this version: Thursday 10<sup>th</sup> February, 2022 16:25

directory (folder) structure

code structure

naming, labeling

directory (folder) structure

code structure

naming, labeling

#### replication: dofile: raw dat - > final results

- always keep raw data intact
- then manipulate it and save, even several times
- will have few dats at different stages
- can begin stata session at any stage
- blackboard: draw workflow

## files in general singularity rule

- always one version of a dofile or datafile in one place
- if you have 2 versions of the same file
- sooner or later there will be problems!
- o you will update/change one, but forget the other one, etc
- exception is backup; but you never edit the backup!

# • just like with files, so with code: branching

- have the same chunk of code only in one place
- if same code repeats across multiple dofiles:
- then build hierarchy: parent-children
- o parent does basic and generic
- o children pick up same data from parent and diverge
- eg use same data for many projects
- o parent dofile makes it ready for multiple papers
- proces raw data into friendly shape
   (recode, label, calculate new vars, etc)
- o and then always just start from there for each new project

• blackboard: draw diagram/flow chart (next slide)

## code and data: hierarchy and branching

- never overwrite the original datafile, and have datafiles at different stages esp if data complex:
- rawFile— >file1— >file2 —and those are produced by:
   dofile0— >dofile1— >dofile2 (or subsequent sects in one dofile)
- dofile0 will common for all projects
- o dofile0 may have 2 children: dofile1A and dofile1B
- likewise, rawFile has 2 different children file1A and file1B

directory (folder) structure 7/14

#### backup

- backup all files at least once a week—computers break regularly; flash drives break really often
- have automatic system for backups (i use cron)
- o otherwise you'll forget
- just keep copy of everything in the cloud, goog, amzn, etc

directory (folder) structure 8/14

directory (folder) structure

#### code structure

naming, labeling

code structure 9/14

#### sections, subsections

- dofile should have a multi-layerd structure
- o like chapters, sections, sub-sect in book
- for different levels, use different kinds of comments: box, block, one line, horizontal line, etc

type them in dofiles and scroll down to already existing

- o now i just use '\*\*\*', '\*\*', '\*', '//'
- o i used to use —— (still in dofile)
- definitely use "FIXME" "LATER" "KLUDGE" etc

code structure 10/14

directory (folder) structure

code structure

naming, labeling

naming, labeling 11/14

#### general

- naming and labeling looks like waste of time
- but at the end saves time
- importantly, it prevents mistakes/misinterpretations
- $\circ$  especially, if a project is big and/or you share it with others
- o or if it takes long time

naming, labeling 12/

#### variable names, labels, and value labels

- variable name is...a variable name, eg educ
- var lab describes var, eg "highest degree completed"
- note is like label, except it can be>80 chars
- eg put there full svy question: "how would you describe highest level of your education?"
- value label describes values that a variable takes on
- o (output of codebook, or tab and tab, nola), eg:
- "primary school" 1
- o "high school" 2
- "college or university" 3
- dofile

naming, labeling

### labels tips

- give vars short names eg inc
- but labels should be descriptive eg "2004 hh income"
- labels prevent confusion later and for others
- they automatically appear on graphs, regressions, etc.
- use lookfor, esp if you have many vars
- be lazy (remember it's our core value)
- o only label what is necessary
- o indeed, only keep data and variables that are necessary
- o you have the code, so you can always add back in later

naming, labeling 14/14