### basic organization and documentation

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

this version: Thursday 4<sup>th</sup> October, 2018 18:29

misc 3/1

### datasets of the day

- climate! (easy access!)
  - https://wonder.cdc.gov/EnvironmentalClimateData.html
- religion!
- http://www.thearda.com/Archive/Files/Descriptions/RCMSCY10.asp
- $\verb| http://www.thearda.com/Archive/Files/Descriptions/RCMSCY.asp| \\$
- http://www.thearda.com/Archive/Files/Descriptions/CMS90CNT.asp
- http://www.thearda.com/Archive/Files/Descriptions/CMS52CNT.asp
- more: http://www.thearda.com/Archive/Browse\_s.asp?pg=
  Browse\_s.asp&sr=0&m=31&t=Search%20Data%20Archive&
  searchterms=county&p=B&c=N
- state level policy http:
  - //ippsr.msu.edu/public-policy/correlates-state-policy

misc 4/1

### replication again

- have a dofile that produces final results from raw data
- always keep raw data intact
- then manipulate it and save again, even several times
- at the end of your project you may end up
- · with several datasets at different levels of advancement

6/1

then you may begin your stata session at any level

directory (folder) structure

### many ways to do it

- ♦ I am just giving an example of how I do it; but see:
- Scott Long "The Workflow of Data Analysis Using Stata"
- · I do not like his way!
- · no one's way is the best way
- · whatever floats your boat
- but always have it, be consistent
- · and give it some thought!

directory (folder) structure 7/1

### always have it!

- directory structure probably seems to you unnecessary
- but trust me, it is useful, just get in habit of having it
- you will see it's useful, once you start doing merging and outputing tables and graphs
- without directory structure, it'll get messy
- the more complex the project, the more important the directory structure
- in this class, try to make the project as complicated as possible

directory (folder) structure 8/1

# it's automatic! automate and standarize rules as discussed earlier, Stata can create directories and move

- ⋄ so just have a generic dofile with a preamble
- clear, version, set more off, etcand a bunch of cap mkdir to create dir structure

diredmore sabout this later in theory.pdf)

also, standardization is good!

files around

- ♦ if I start a new project, I just start with my template
- ♦ it makes you move faster, you're on "autopilot"
- it frees your mind to do more interesting things
- and it is easier to spot things that are out of normal
   so standardize and automate as much as possible

# files in general singularity rule ⋄ organize dofiles and datafiles in folders

- always one version of a dofile or datafile in one place (see 'singularity' principle in theory.pdf)
- ♦ if you have 2 versions of the same file
- sooner or later there will be problems!
- you will update/change one, but forget the other one, etc
   exception is backup; but you never edit the backup!
- o and you may and should keep historical record of your files

mark it clearly, and always have only one current

directory (folder) structure

### code in general singularity rule

- just like with files, so with code:
- have the same chunk of code only in one place
- if you have code that does the same thing multiple times (in same or many dofiles)
- then it is time to build some hierarchy and have
- some parent and some child dofiles
- typically, a parent will do something basic and generic
- and then different children will pick up the data from parent and each will be doing something differently

directory (folder) structure 11/1

### these rules are necessary!

- $\diamond\,$  standardization helps: just doing things in the same way
- · it's faster and easier to spot mistakes
- and singularity helps—just do it one time!
  - · say you work with GSS
  - then just manipulate it into the shape you need once and for all
  - · then use it for all the other projects in your lifetime
  - · well, of course you'll make some updates
  - · but they're small and just in one file

directory (folder) structure 12/1

### hierarchy of dofiles

- an example when having many dofiles is useful is when you use the same data for many projects
- this happens more often than it doesn't
- it makes sense to have one dofile that makes data ready
- · it processes raw data and saves it in usable format
- · and then always start from there
- again, you always want to start from the very raw data
- so just include at the beginning of each project do datMan.do

· and then do your project specific analysis

directory (folder) structure 13/1

## hierarchy of dofilesalways extract common chunks into one file

- typically there will be one (parent) file
- doing general data management for each dataset
   say you use GSS for multiple projects,
- typically for each project, you have to first do same things to get data usable
  recode, label, calculate new vars, etc
- ♦ then just have a "root" directory for that dataset

Qireitry Will getre mixed up!

- · and then each project will start with data from that root directory and do project specific-things
- otherwise, if you have multiple files doing the same things

### datafiles

- never overwrite the original datafile, and a good idea to keep datafiles at different stage of advancement
   especially if data are complex:
  - rawFile— >file1— >file2 —and those are produced by:
     dofile0— >dofile1— >dofile2 (or subsequent sections in one dofile!)
- and again dofile0 will be common for all projects
   but there may be for project A abd B: dofile1A and
- dofile1B
   in other words one parent dofile0 will have 2 children:
   dofile1A and dofile1B
- QirelikewiseuctrawFile will have 2 different children file1A and 15/1

#### the one dofile to rule them all

- if you have a complicated project you may want to have many dofiles
- still you want to have a master dofile that runs them
  - · "the one dofile to rule them all"

### branching

- not only dofies and datafiles have parents
- · whole projects do!
- usually a project spins off other projects
- then you may want to clearly mark who is a parent and who is a child (for record keeping)
- and start a new project folder and directory structure for each new one

directory (folder) structure 17/1

### 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)
- · otherwise you'll forget
- backup to remote places!
- · if your backup hd is in the same physical place
- · then in case of fire, flooding, burglary, etc
- · the backup is gone!

directory (folder) structure

code structure 19/1

### sections, subsections

- especially for beginners, one dofile would do
- (again, later, when you have multiple projects from same data, extract common code to one parent)
   dofile should have a multi-layerd structure
  - eg chapters, sections, subsections etc (like a paper or book)
- ♦ it is useful to mark large chunks of code, eg "datMan"
- i do it in my code
   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

naming, labeling

### general

- naming and labeling looks like waste of time
- but at the end saves time
- labels are like "postit" notes
- importantly, it prevents mistakes/misinterpretations
- · especially, if a project is big and/or you share it with others
- · or if it takes long time

naming, labeling 22,

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

- variable name is...a variable name, eg educ
- var lab describes var, eg "highest degree completed"
- value label describes values that a variable takes on
- · (output of codebook, or tab and tab, nola), eg:
- · "primary school" 1
- · "high school" 2
- · "college or university" 3
- ♦ dofile

naming, labeling 23/1

### labels tips

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

naming, labeling

### more tips on var names

- ♦ i dont like '\_' anymore
- ⋄ i just use Caps to denote words, eg
- hhlnc as opposed to hh\_inc; i guess it's cleaner
- and typicaly i have 3 letter var namees 'swb'
- or 6 letter that combine 2 words: say menHea for mental health
- but do whatever is natural to you!
- · and is simple clean and consistent

naming, labeling 25/1