

eltype() — Element type, organizational type, and type name of object

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Description

`eltype()` returns the current *eltype* of the argument.

`orgtype()` returns the current *orgtype* of the argument.

`classname()` returns the name of the class for a Mata class scalar.

`structname()` returns the name of the struct for a Mata struct scalar.

See [M-6] [Glossary](#) for a definition of *eltype* and *orgtype*.

Syntax

string scalar `eltype(X)`

string scalar `orgtype(X)`

string scalar `classname(X)`

string scalar `structname(X)`

Remarks and examples

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If X is a matrix (syntax 1), returned is

<code>eltype(X)</code>	<code>orgtype(X)</code>
<code>real</code>	<code>scalar</code>
<code>complex</code>	<code>rowvector</code>
<code>string</code>	<code>colvector</code>
<code>pointer</code>	<code>matrix</code>
<code>struct</code>	
<code>class</code>	

The returned value reflects the current contents of X . That is, X might be declared a **transmorphic matrix**, but at any instant, it contains something, and if that something were 5, returned would be "real" and "scalar".

For `orgtype()`, returned is "scalar" if the object is currently 1×1 ; "rowvector" if it is $1 \times k$, $k \neq 1$; "colvector" if it is $k \times 1$, $k \neq 1$; and "matrix" otherwise (it is $r \times c$, $r \neq 1$, $c \neq 1$).

X can be a function (syntax 2). Returned is

<code>eltype>(&func())</code>	<code>orgtype>(&func())</code>
<code>transmorphic</code>	<code>matrix</code>
<code>numeric</code>	<code>vector</code>
<code>real</code>	<code>rowvector</code>
<code>complex</code>	<code>colvector</code>
<code>string</code>	<code>scalar</code>
<code>pointer</code>	<code>void</code>
<code>struct</code>	
<code>structdef</code>	
<code>class</code>	
<code>classdef</code>	

These types are obtained from the declaration of the function.

Aside: `struct` and `structdef` have to do with structures; see [M-2] [struct](#). `structdef` indicates that the function not only returns a structure but is the routine that defines the structure as well. `class` and `classdef` have to do with Mata classes; see [M-2] [class](#). `classdef` indicates the function not only returns a class but is the routine that defines the class as well.

`classname()` returns the name “cA” if the object is a class cA scalar. The function returns “” if the object has element type other than class or has organizational type other than scalar.

`structname()` returns the name “sA” if the object is a struct sA scalar. The function returns “” if the object has element type other than struct or has organizational type other than scalar.

Conformability

`eltype(X)`, `orgtype(X)`, `classname(X)`, `structname(X)`:

X : $r \times c$
result: 1×1

Diagnostics

None.

Also see

[M-5] [isreal\(\)](#) — Storage type of matrix

[M-5] [isview\(\)](#) — Whether matrix is view

[M-4] [utility](#) — Matrix utility functions