

class exit — Exit class-member program and return result

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Description

`class exit` exits a class-member program and optionally returns the specified result.

`class exit` may be used only from class-member programs; see [\[P\] class](#).

Syntax

```
class exit [rvalue]
```

where *rvalue* is

```
" [string ]"
' " [string ] "'
#
exp
(exp)
.id [ .id [ ... ] ] [program_arguments ]
{ }
{ el [ , el [ , ... ] ] }
```

See [\[P\] class](#) for more information on *rvalues*.

Remarks and examples

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Do not confuse returned values with return codes, which all Stata programs set, including member programs. Member programs exit when they execute.

Condition	Returned value	Return code
<code>class exit</code> with arguments	as specified	0
<code>class exit</code> without arguments	nothing	0
<code>exit</code> without arguments	nothing	0
<code>exit</code> with arguments	nothing	as specified
<code>error</code>	nothing	as specified
command having error	nothing	as appropriate

Any of the preceding are valid ways of exiting a member program, although the last is perhaps best avoided. `class exit` without arguments has the same effect as `exit` without arguments; it does not matter which you use.

Examples

```
class exit sqrt(('.c0.y1'-.c1.y0')^2 + (.c0.y1'-.c1.y0')^2)
class exit "myresult"
class exit (.)
class exit "true"
class exit { 'one', 'two'}
class exit .coord
class exit .coord.x
tempname a
...
class exit .'a'
```

Warning: Distinguish carefully between “`class exit .a`” and “`class exit (.a)`”. The first returns a copy of the instance `.a`. The second returns a double equal to the extended missing value `.a`.

Also see

[P] [class](#) — Class programming

[P] [exit](#) — Exit from a program or do-file

[M-2] [class](#) — Object-oriented programming (classes)