

## program — Define and manipulate programs

[Description](#)
[Syntax](#)
[Options](#)
[Remarks and examples](#)
[Also see](#)

## Description

`program define` defines and manipulates programs. `define` is required if *program\_name* is any of the words: `define`, `dir`, `drop`, `list`, or `plugin`.

`program dir` lists the names of all the programs stored in memory.

`program list` lists the contents of the named program or programs. `program list _all` lists the contents of all programs stored in memory.

`program drop` eliminates the named program or programs from memory. `program drop _all` eliminates all programs stored in memory. `program drop _allado` eliminates all programs stored in memory that were loaded from ado-files. See [\[U\] 17 Ado-files](#) for an explanation of ado-files.

See [\[U\] 18 Programming Stata](#) for a description of programs. The remarks below address only the use of the `program dir`, `program drop`, and `program list` commands.

See [\[P\] trace](#) for information on debugging programs.

See the *Combined subject table of contents*, which immediately follows the *Contents*, for a subject summary of the programming commands.

## Syntax

*Define program*

```
program [define] program_name [, [nclass|rclass|eclass|sclass]
  byable(recall[, noheader] | onecall) properties(namelist) sortpreserve
  plugin]
```

*List names of programs stored in memory*

```
program dir
```

*Eliminate program from memory*

```
program drop { program_name [program_name [...] ] | _all | _allado }
```

*List contents of program*

```
program list [program_name [program_name [...] ] | _all]
```

## Options

`n`class states that the program being defined does not return results in `r()`, `e()`, or `s()`, and is the default.

`rclass` states that the program being defined returns results in `r()`. This is done using the `return` command; see [P] [return](#). If the program is not explicitly declared to be `rclass`, then it may not change or replace results in `r()`.

`eclass` states that the program being defined returns results in `e()` or modifies already existing results in `e()`. This is done using the `ereturn` command; see [P] [return](#) and [P] [ereturn](#). If the program is not explicitly declared to be `eclass`, it may not directly replace or change results in `e()`.

`sclass` states that the program being defined returns results in `s()`. This is done using the `sreturn` command; see [P] [return](#). If the program is not explicitly declared to be `sclass`, then it may not directly change or replace results in `s()`, but it still may clear `s()` by using `sreturn clear`.

`byable(recall[ , noheader] | onecall)` specifies that the program allow Stata's `by varlist:` prefix. There are two styles for writing `byable` programs: `byable(recall)` and `byable(onecall)`. The writing of `byable` programs is discussed in [P] [byable](#).

`properties(namelist)` states that `program_name` has the specified properties. `namelist` may contain up to 80 characters, including separating spaces. See [P] [program properties](#).

`sortpreserve` states that the program changes the sort order of the data and that Stata is to restore the original order when the program concludes; see [P] [sortpreserve](#).

`plugin` specifies that a plugin (a specially compiled C program) be dynamically loaded and that the plugin define the new command; see [P] [plugin](#).

## Remarks and examples

[stata.com](http://www.stata.com)

The `program dir` command lists the names of all the programs stored in memory. `program list` lists contents of the program or programs.

### ► Example 1

When you start Stata, there are no programs stored in memory. If you type `program dir`, Stata displays an empty list:

```
. program dir
.
```

Later during the session, you might see

```
. program dir
(output omitted)
ado      756  _pred_se
ado      644  logit_p.GenScores
ado      306  logit_p.GetRhs
ado     5296  logit_p
ado      339  predict
(output omitted)
ado      559  logit.Replay
ado     4272  logit.Estimate
ado      827  logit
ado      287  webuse.Query
ado      588  webuse.Set
ado      269  webuse.GetDefault
ado      686  webuse
-----
118187
```

The `ado` in front indicates that the program was automatically loaded and thus can be automatically dropped should memory become scarce; see [U] 17 **Ado-files**. The number is the size, in bytes, of the program. The total amount of memory occupied by programs is 114,306 bytes. Notice the `logit_p.GetRhs` and `logit_p.GenScores` entries. These programs are defined in the `logit_p.ado` file and were loaded when `logit_p` was loaded.

Let's now create two of our own programs with program:

```
. program rng
1. args n a b
2. if "'b'==" {
3.   display "You must type three arguments: n a b"
4.   exit
5. }
6. drop _all
7. set obs 'n'
8. generate x = (_n-1)/(_N-1)*('b'-'a')+ 'a'
9. end

. program smooth
1. args v1 v2
2. confirm variable 'v1'
3. confirm new variable 'v2'
4. generate 'v2' = cond(_n==1|_n==_N, 'v1', ('v1'[_n-1]+'v1'+ 'v1'[_n+1])/3)
5. end
```

After you type `program`, lines are collected until you type a line with the word `end`. For our purposes, it does not matter what these programs do. If we were now to type `program dir`, we would see

```
. program dir
      286 smooth
      319 rng
(output omitted)
ado    756 _pred_se
ado    644 logit_p.GenScores
ado    306 logit_p.GetRhs
ado    5296 logit_p
ado    339 predict
(output omitted)
ado    559 logit.Replay
ado    4272 logit.Estimate
ado    827 logit
ado    287 webuse.Query
ado    588 webuse.Set
ado    269 webuse.GetDefault
ado    686 webuse
-----
      118792
```

We can list a program by using the `program list` command:

```
. program list smooth
smooth:
1. args v1 v2
2. confirm variable 'v1'
3. confirm new variable 'v2'
4. generate 'v2' = cond(_n==1|_n==_N,'v1',('v1'[_n-1]+'v1'+v1'[_n+1])/3)
```

If we do not specify the program that we want listed, `program list` lists all the programs stored in memory.

The `program drop` command eliminates programs from memory. Typing `program drop program_name` eliminates *program\_name* from memory. Typing `program drop _all` eliminates all programs from memory.

```
. program drop smooth
. program dir
      319  rng
(output omitted)
ado      756  _pred_se
ado      644  logit_p.GenScores
ado      306  logit_p.GetRhs
ado      5296 logit_p
ado      339  predict
(output omitted)
ado      559  logit.Replay
ado      4272 logit.Estimate
ado      827  logit
ado      287  webuse.Query
ado      588  webuse.Set
ado      269  webuse.GetDefault
ado      686  webuse
-----
      118506
. program drop _all
. program dir
.
```

◀

## Also see

- [P] [byable](#) — Make programs byable
- [P] [discard](#) — Drop automatically loaded programs
- [D] [clear](#) — Clear memory
- [P] [sortpreserve](#) — Sort within programs
- [P] [trace](#) — Debug Stata programs
- [R] [query](#) — Display system parameters
- [U] [18 Programming Stata](#)