

# **SAS<sup>®</sup> 9.3 Component Objects: Reference**



The correct bibliographic citation for this manual is as follows: SAS Institute Inc. 2011. *SAS® 9.3 Component Objects: Reference*. Cary, NC: SAS Institute Inc.

**SAS® 9.3 Component Objects: Reference**

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ISBN 978-1-60764-904-5 (electronic book)

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SAS Institute Inc., SAS Campus Drive, Cary, North Carolina 27513.

1st printing, July 2011

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# About This Book

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## Syntax Conventions for the SAS Language

### *Overview of Syntax Conventions for the SAS Language*

SAS uses standard conventions in the documentation of syntax for SAS language elements. These conventions enable you to easily identify the components of SAS syntax. The conventions can be divided into these parts:

- syntax components
- style conventions
- special characters
- references to SAS libraries and external files

### *Syntax Components*

The components of the syntax for most language elements include a keyword and arguments. For some language elements, only a keyword is necessary. For other language elements, the keyword is followed by an equal sign (=).

**keyword**

specifies the name of the SAS language element that you use when you write your program. Keyword is a literal that is usually the first word in the syntax. In a CALL routine, the first two words are keywords.

In the following examples of SAS syntax, the keywords are the first words in the syntax:

**CHAR** (*string, position*)

**CALL RANBIN** (*seed, n, p, x*);

**ALTER** (*alter-password*)

**BEST** *w*.

**REMOVE** *<data-set-name>*

In the following example, the first two words of the CALL routine are the keywords:

**CALL RANBIN**(*seed, n, p, x*)

The syntax of some SAS statements consists of a single keyword without arguments:

**DO**;

... *SAS code* ...

**END;**

Some system options require that one of two keyword values be specified:

**DUPLEX | NODUPLEX**

argument

specifies a numeric or character constant, variable, or expression. Arguments follow the keyword or an equal sign after the keyword. The arguments are used by SAS to process the language element. Arguments can be required or optional. In the syntax, optional arguments are enclosed between angle brackets.

In the following example, *string* and *position* follow the keyword CHAR. These arguments are required arguments for the CHAR function:

**CHAR** (*string*, *position*)

Each argument has a value. In the following example of SAS code, the argument *string* has a value of 'summer', and the argument *position* has a value of 4:  
`4:x=char('summer', 4);`

In the following example, *string* and *substring* are required arguments, while *modifiers* and *startpos* are optional.

**FIND**(*string*, *substring* <*modifiers*> <*startpos*>)

*Note:* In most cases, example code in SAS documentation is written in lowercase with a monospace font. You can use uppercase, lowercase, or mixed case in the code that you write.

## Style Conventions

The style conventions that are used in documenting SAS syntax include uppercase bold, uppercase, and italic:

UPPERCASE BOLD

identifies SAS keywords such as the names of functions or statements. In the following example, the keyword ERROR is written in uppercase bold:

**ERROR**<*message*>;

UPPERCASE

identifies arguments that are literals.

In the following example of the CMPMODEL= system option, the literals include BOTH, CATALOG, and XML:

**CMPMODEL = BOTH | CATALOG | XML**

*italics*

identifies arguments or values that you supply. Items in italics represent user-supplied values that are either one of the following:

- nonliteral arguments In the following example of the LINK statement, the argument *label* is a user-supplied value and is therefore written in italics:

**LINK** *label*;

- nonliteral values that are assigned to an argument

In the following example of the FORMAT statement, the argument DEFAULT is assigned the variable *default-format*:

**FORMAT =** *variable-1* <, ..., *variable-nformat*><DEFAULT = *default-format*>;

Items in italics can also be the generic name for a list of arguments from which you can choose (for example, *attribute-list*). If more than one of an item in italics can be used, the items are expressed as *item-1*, ..., *item-n*.

## Special Characters

The syntax of SAS language elements can contain the following special characters:

=

an equal sign identifies a value for a literal in some language elements such as system options.

In the following example of the MAPS system option, the equal sign sets the value of MAPS:

**MAPS** = *location-of-maps*

<>

angle brackets identify optional arguments. Any argument that is not enclosed in angle brackets is required.

In the following example of the CAT function, at least one item is required:

**CAT** (*item-1* <, ..., *item-n*>)

|

a vertical bar indicates that you can choose one value from a group of values. Values that are separated by the vertical bar are mutually exclusive.

In the following example of the CMPMODEL= system option, you can choose only one of the arguments:

**CMPMODEL** = BOTH | CATALOG | XML

...

an ellipsis indicates that the argument or group of arguments following the ellipsis can be repeated. If the ellipsis and the following argument are enclosed in angle brackets, then the argument is optional.

In the following example of the CAT function, the ellipsis indicates that you can have multiple optional items:

**CAT** (*item-1* <, ..., *item-n*>)

'value' or "value"

indicates that an argument enclosed in single or double quotation marks must have a value that is also enclosed in single or double quotation marks.

In the following example of the FOOTNOTE statement, the argument *text* is enclosed in quotation marks:

**FOOTNOTE** <*n*> <*ods-format-options* 'text' | "text">;

;

a semicolon indicates the end of a statement or CALL routine.

In the following example each statement ends with a semicolon: **data** **namegame**;  
**length** **color** **name** **\$8**; **color** = 'black'; **name** = 'jack'; **game** =  
**trim**(**color**) || **name**; **run**;

## **References to SAS Libraries and External Files**

Many SAS statements and other language elements refer to SAS libraries and external files. You can choose whether to make the reference through a logical name (a libref or fileref) or use the physical filename enclosed in quotation marks. If you use a logical name, you usually have a choice of using a SAS statement (LIBNAME or FILENAME) or the operating environment's control language to make the association. Several methods of referring to SAS libraries and external files are available, and some of these methods depend on your operating environment.

In the examples that use external files, SAS documentation uses the italicized phrase *file-specification*. In the examples that use SAS libraries, SAS documentation uses the italicized phrase *SAS-library*. Note that *SAS-library* is enclosed in quotation marks:

```
infile file-specification obs = 100;  
libname libref 'SAS-library';
```



# What's New in SAS 9.3

## Component Objects

---

### Changes to *SAS Language Reference: Dictionary*

Prior to SAS 9.3, this document was part of *SAS Language Reference: Dictionary*. Starting with SAS 9.3, *SAS Language Reference: Dictionary* has been divided into seven documents:

- *SAS Data Set Options: Reference*
- *SAS Formats and Informats: Reference*
- *SAS Functions and CALL Routines: Reference*
- *SAS Statements: Reference*
- *SAS System Options: Reference*
- *SAS Component Objects: Reference* (contains the documentation for the hash, hash iterator, and Java objects)
- *Base SAS Utilities: Reference* (contains the documentation for the SAS DATA step debugger and the SAS Utility macro %DS2CSV)



# Recommended Reading

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Here is the recommended reading list for this title:

- *SAS Data Set Options: Reference*
- *SAS Language Reference: Concepts*
- *SAS Logging: Configuration and Programming Reference*
- *SAS Statements: Reference*

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## Chapter 1

# About SAS Component Objects

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## DATA Step Component Objects

SAS provides these five predefined component objects for use in a DATA step:

### hash and hash iterator objects

enable you to quickly and efficiently store, search, and retrieve data based on lookup keys. For more information, see “Using the Hash Object ” in Chapter 22 of *SAS Language Reference: Concepts* and “Using the Hash Iterator Object ” in Chapter 22 of *SAS Language Reference: Concepts*.

### Java object

provides a mechanism that is similar to the Java Native Interface (JNI) for instantiating Java classes and accessing fields and methods on the resultant objects. For more information about the java object, see “Using the Java Object” in Chapter 22 of *SAS Language Reference: Concepts* .

### logger and appender objects

enable you to record logging events and write these events to the appropriate destination. For more information, see Chapter 13, “Component Object Reference,” in *SAS Logging: Configuration and Programming Reference* .

---

## The DATA Step Component Interface

The DATA step component object interface enables you to create and manipulate predefined component objects in a DATA step.

To declare and create a component object, you use either the DECLARE statement by itself or the DECLARE statement and `_NEW_` operator together.

**Component objects** are data elements that consist of attributes, methods, and operators. **Attributes** are the properties that specify the information that is associated with an object. **Methods** define the operations that an object can perform. For component objects, **operators** provide special functionality.

You use the DATA step object dot notation to access the component object's attributes and methods.

*Note:* The DATA step component object's statements, attributes, methods, and operators are limited to those that are defined for these objects. You cannot use the SAS Component Language functionality with these predefined DATA step objects.

---

## Dot Notation and DATA Step Component Objects

### Definition

Dot notation provides a shortcut for invoking methods and for setting and querying attribute values. Using dot notation makes your SAS programs easier to read.

To use dot notation with a DATA step component object, you must declare and instantiate the component object by using either the DECLARE statement by itself or the DECLARE statement and the `_NEW_` operator together. For more information, see Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts* and Chapter 13, “Component Object Reference,” in *SAS Logging: Configuration and Programming Reference*.

### Syntax

The syntax for dot notation is as follows:

*object.attribute*

or

*object.method(<argument\_tag-1: value-1<,...argument\_tag-n: value-n>>);*

The arguments are defined as follows:

*object*

specifies the variable name for the DATA step component object.

*attribute*

specifies an object attribute to assign or query.

When you set an attribute for an object, the code takes this form:

```
object.attribute = value;
```

When you query an object attribute, the code takes this form:

```
value = object.attribute;
```

*method*

specifies the name of the method to invoke.

*argument\_tag*

identifies the arguments that are passed to the method. Enclose the argument tag in parentheses. The parentheses are required whether the method contains argument tags.

All DATA step component object methods take this form:

```
return_code=object.method(<argument_tag-1:value-1
    <, ...argument_tag-n value-n>>);
```

The return code indicates method success or failure. A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, an appropriate error message is printed to the log.

*value*

specifies the argument value.

---

## Rules When Using Component Objects

- You can assign objects in the same manner as you assign DATA step variables. However, the object types must match. The first set of code is valid, but the second generates an error.

```
declare hash h();
declare hash t();
t=h;

declare hash t();
declare javaobj j();
j=t;
```

- You cannot declare arrays of objects. The following code would generate an error:

```
declare hash h1();
declare hash h2();
array h h1-h2;
```

- You can store a component object in a hash object as data but not as keys.

```
data _null_;
    declare hash h1();
    declare hash h2();

    length key1 key2 $20;

    h1.defineKey('key1');
    h1.defineData('key1', 'h2');
    h1.defineDone();

    key1 = 'abc';
    h2 = _new_hash();
    h2.defineKey('key2');
    h2.defineDone();

    key2 = 'xyz';
    h2.add();
    h1.add();

    key1 = 'def';
    h2 = _new_hash();
    h2.defineKey('key2');
```

```

h2.defineDone();

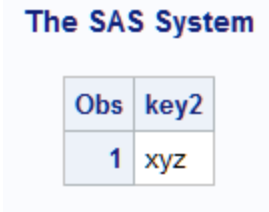
key1 = 'abc';
rc = h1.find();
h2.output(dataset: 'work.h2');
run;

proc print data=work.h2;
run;

```

The data set WORK.H2 is displayed.

**Figure 1.1** Data Set WORK.H2



Obs	key2
1	xyz

- You cannot use component objects with comparison operators other than the equal sign (=). If H1 and H2 are hash objects, the following code will generate an error:

```
if h1>h2 then
```

- After you declare and instantiate a component object, you cannot assign a scalar value to it. If J is a Java object, the following code will generate an error:

```
j=5;
```

- You have to be careful to not delete object references that might still be in use or that have already been deleted by reference. In the following code, the second DELETE statement will generate an error because the original H1 object has already been deleted through the reference to H2. The original H2 can no longer be referenced directly.

```

declare hash h1();
declare hash h2();
declare hash t();
t=h2;
h2=h1;
h2.delete();
t.delete();

```

- You cannot use component objects in argument tag syntax. In the following example, using the H2 hash object in the ADD methods will generate an error.

```

declare hash h2();
declare hash h();
h.add(key: h2);
h.add(key: 99, data: h2);

```

- The use of a percent character (%) in the first byte of text output by Java to the SAS log is reserved by SAS. If you need to output a % in the first byte of a Java text line, it must be escaped with another percent immediately next to it (%%).



## Chapter 2

# Dictionary of Hash and Hash Iterator Object Language Elements

---

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---

## Dictionary

---

### ADD Method

Adds the specified data that is associated with the given key to the hash object.

**Applies to:** Hash object

---

## Syntax

```
rc=object.ADD(<<KEY: keyvalue-1>, ...<KEY: keyvalue-n>,
<DATA: datavalue-1>, ...<DATA: datavalue-n>>);
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**KEY:** *keyvalue*

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call.

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

**DATA:** *datavalue*

specifies the data value whose type must match the corresponding data variable that is specified in a DEFINEDATA method call.

The number of “DATA: *datavalue*” pairs depends on the number of data variables that you define by using the DEFINEDATA method.

## Details

You can use the ADD method in one of two ways to store data in a hash object.

You can define the key and data item, and then use the ADD method as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  /* Declare hash object and key and data variable names */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
  end;
  /* Define constant key and data values */
  k = 'Joyce';
  d = 'Ulysses';
  /* Add key and data values to hash object */
  rc = h.add();
run;
```

Alternatively, you can use a shortcut and specify the key and data directly in the ADD method call as shown in the following code:

```

data _null_;
  length k $8;
  length d $12;
  /* Define hash object and key and data variable names */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Define constant key and data values and add to hash object */
  rc = h.add(key: 'Joyce', data: 'Ulysses');
run;

```

If you add a key that is already in the hash object, then the ADD method will return a nonzero value to indicate that the key is already in the hash object. Use the REPLACE method to replace the data that is associated with the specified key with new data.

If you do not specify the data variables with the DEFINEDATA method, the data variables are automatically assumed to be same as the keys.

If you use the KEY: and DATA: argument tags to specify the key and data directly, you must use both argument tags.

The ADD method does not set the value of the data variable to the value of the data item. It only sets the value in the hash object.

## See Also

- “Storing and Retrieving Data” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“DEFINEDATA Method” on page 17](#)
- [“DEFINEKEY Method” on page 20](#)
- [“REF Method” on page 49](#)

---

## CHECK Method

Checks whether the specified key is stored in the hash object.

**Applies to:** Hash object

---

### Syntax

```
rc=object.CHECK(<KEY: keyvalue-1, ... KEY: keyvalue-n>);
```

### Arguments

*rc*  
specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

**object**

specifies the name of the hash object.

**KEY: *keyvalue***

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call.

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

## Details

You can use the CHECK method in one of two ways to find data in a hash object.

You can specify the key, and then use the CHECK method as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  /* Declare hash object and key and data variable names */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();

    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Define constant key and data values and add to hash object */
  rc = h.add(key: 'Joyce', data: 'Ulysses');
  /* Verify that JOYCE key is in hash object */
  k = 'Joyce';
  rc = h.check();
  if (rc = 0) then
    put 'Key is in the hash object.';
run;
```

Alternatively, you can use a shortcut and specify the key directly in the CHECK method call as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  /* Declare hash object and key and data variable names */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();

    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Define constant key and data values and add to hash object */
```

```

rc = h.add(key: 'Joyce', data: 'Ulysses');
/* Verify that JOYCE key is in hash object */
rc = h.check(key: 'Joyce');
if (rc =0) then
    put 'Key is in the hash object.';
run;

```

## Comparisons

The CHECK method only returns a value that indicates whether the key is in the hash object. The data variable that is associated with the key is not updated. The FIND method also returns a value that indicates whether the key is in the hash object. However, if the key is in the hash object, then the FIND method also sets the data variable to the value of the data item so that it is available for use after the method call.

## See Also

### Methods:

- [“FIND Method” on page 24](#)
- [“DEFINEKEY Method” on page 20](#)

---

## CLEAR Method

Removes all items from the hash object without deleting the hash object instance.

**Applies to:** Hash object

---

## Syntax

```
rc=object.CLEAR();
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

## Details

The CLEAR method enables you to remove items from and reuse an existing hash object without having to delete the object and create a new one. If you want to remove the hash object instance completely, use the DELETE method.

*Note:* The CLEAR method does not change the value of the DATA step variables. It only clears the values in the hash object.

## Example: Clearing a Hash Object

The following example declares a hash object, gets the number of items in the hash object, and then clears the hash object without deleting it.

```
data mydata;
  do i = 1 to 10000;
    output;
  end;
run;
data _null_;
  length i 8;

/* Declares the hash object named MYHASH using the data set MyData. */
dcl hash myhash(dataset: 'mydata');
myhash.definekey('i');
myhash.definedone();
call missing (i);
/* Uses the NUM_ITEMS attribute, which returns the */
/* number of items in the hash object.          */
n = myhash.num_items;
put n=;
/* Uses the CLEAR method to delete all items within MYHASH. */
rc = myhash.clear();
/* Writes the number of items in the log. */
n = myhash.num_items;
put n=;
run;
```

The first PUT statement writes the number of items in the hash table MYHASH before it is cleared.

```
n=10000
```

The second PUT statement writes the number of items in the hash table MYHASH after it is cleared.

```
n=0
```

## See Also

### Methods:

- [“DELETE Method” on page 22](#)

---

## DECLARE Statement, Hash and Hash Iterator Objects

Declares a hash or hash iterator object; creates an instance of and initializes data for a hash or hash iterator object.

<b>Valid in:</b>	DATA step
<b>Category:</b>	Action
<b>Type:</b>	Executable
<b>Alias:</b>	DCL

---

## Syntax

Form 1: **DECLARE** *object object-reference*;

Form 2: **DECLARE** *object object-reference*<(argument\_tag-1: value-1, ...argument\_tag-n: value-n )>;

## Arguments

### *object*

specifies the component object. It can be one of the following values:

#### hash

specifies a hash object. The hash object provides a mechanism for quick data storage and retrieval. The hash object stores and retrieves data based on lookup keys.

**See:** “Using the Hash Object ” in Chapter 22 of *SAS Language Reference: Concepts*

#### hiter

specifies a hash iterator object. The hash iterator object enables you to retrieve the hash object's data in forward or reverse key order.

**See:** “Using the Hash Object ” in Chapter 22 of *SAS Language Reference: Concepts*

### *object-reference*

specifies the object reference name for the hash or hash iterator object.

### *argument\_tag:value*

specifies the information that is used to create an instance of the hash object.

There are five valid hash object argument and value tags:

dataset: '*dataset\_name* <(datasetoption)>'

Specifies the name of a SAS data set to load into the hash object.

The name of the SAS data set can be a literal or character variable. The data set name must be enclosed in single or double quotation marks. Macro variables must be enclosed in double quotation marks.

You can use SAS data set options when declaring a hash object in the DATASET argument tag. Data set options specify actions that apply only to the SAS data set with which they appear. They enable you to perform the following operations:

- renaming variables
- selecting a subset of observations based on observation number for processing
- selecting observations using the WHERE option
- dropping or keeping variables from a data set loaded into a hash object, or for an output data set that is specified in an OUTPUT method call
- specifying a password for a data set.

The following syntax is used:

```
dc1 hash h (dataset: 'x (where = (i > 10))');
```

For a list of SAS data set options, see the *SAS Data Set Options: Reference*

**Note:** If the data set contains duplicate keys, the default is to keep the first instance in the hash object; subsequent instances are ignored. To store the last instance in the hash object or an error message written to the SAS log if there is a duplicate key, use the DUPLICATE argument tag.

**duplicate:** *'option'*

determines whether to ignore duplicate keys when loading a data set into the hash object. The default is to store the first key and ignore all subsequent duplicates. Option can be one of the following values:

**'replace'** | **'r'**

stores the last duplicate key record.

**'error'** | **'e'**

reports an error to the log if a duplicate key is found.

The following example that uses the REPLACE option stores **brown** for the key 620 and **blue** for the key 531. If you use the default, **green** would be stored for 620 and **yellow** would be stored for 531.

```
data table;
  input key data $;
  datalines;
  531 yellow
  620 green
  531 blue
  908 orange
  620 brown
  143 purple
run;

data _null_;
length key 8 data $ 8;
if (_n_ = 1) then do;
  declare hash myhash(dataset: "table", duplicate: "r");
  rc = myhash.definekey('key');
  rc = myhash.definedata('data');
  myhash.definedone();
end;
rc = myhash.output(dataset:"otable");
run;
```

**hashexp:** *n*

The hash object's internal table size, where the size of the hash table is  $2^n$ .

The value of HASHEXP is used as a power-of-two exponent to create the hash table size. For example, a value of 4 for HASHEXP equates to a hash table size of  $2^4$ , or 16. The maximum value for HASHEXP is 20.

The hash table size is not equal to the number of items that can be stored. Imagine the hash table as an array of 'buckets.' A hash table size of 16 would have 16 'buckets.' Each bucket can hold an infinite number of items. The efficiency of the hash table lies in the ability of the hashing function to map items to and retrieve items from the buckets.

You should specify the hash table size relative to the amount of data in the hash object in order to maximize the efficiency of the hash object lookup routines. Try different HASHEXP values until you get the best result. For example, if the hash object contains one million items, a hash table size of 16 (HASHEXP = 4) would work, but not very efficiently. A hash table size of 512 or 1024 (HASHEXP = 9 or 10) would result in the best performance.

**Default:** 8, which equates to a hash table size of  $2^8$  or 256



ordered: *'option'*

Specifies whether or how the data is returned in key-value order if you use the hash object with a hash iterator object or if you use the hash object OUTPUT method.

*option* can be one of the following values:

'ascending' | 'a'

Data is returned in ascending key-value order. Specifying '**ascending**' is the same as specifying '**yes**'.

'descending' | 'd'

Data is returned in descending key-value order.

'YES' | 'Y'

Data is returned in ascending key-value order. Specifying '**yes**' is the same as specifying '**ascending**'.

'NO' | 'N'

Data is returned in some undefined order.

**Default:** NO

**Tip:** The argument can also be enclosed in double quotation marks.

multidata: *'option'*

specifies whether multiple data items are allowed for each key.

*option* can be one of the following values:

'YES' | 'Y'

Multiple data items are allowed for each key.

'NO' | 'N'

Only one data item is allowed for each key.

**Default:** NO

**Tip:** The argument value can also be enclosed in double quotation marks.

**See:** “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

suminc: *'variable-name'*

maintains a summary count of hash object keys. The SUMINC argument tag is given a DATA step variable, which holds the sum increment—that is, how much to add to the key summary for each reference to the key. The SUMINC value treats a missing value as zero, like the SUM function.

**See:** “Maintaining Key Summaries” in Chapter 22 of *SAS Language Reference: Concepts*

**Example:** A key summary changes using the current value of the DATA step variable.

```
dcl hash myhash(suminc: 'count');
```

**See:** “Initializing Hash Object Data Using a Constructor” in Chapter 22 of *SAS Language Reference: Concepts* and “Declaring and Instantiating a Hash Iterator Object” in Chapter 22 of *SAS Language Reference: Concepts*

## Details

### **The Basics**

To use a DATA step component object in your SAS program, you must declare and create (instantiate) the object. The DATA step component interface provides a mechanism for accessing predefined component objects from within the DATA step.

For more information about the predefined DATA step component objects, see Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*.

### **Declaring a Hash or Hash Iterator Object (Form 1)**

You use the DECLARE statement to declare a hash or hash iterator object.

```
declare hash h;
```

The DECLARE statement tells SAS that the object reference H is a hash object.

After you declare the new hash or hash iterator object, use the `_NEW_` operator to instantiate the object. For example, in the following line of code, the `_NEW_` operator creates the hash object and assigns it to the object reference H:

```
h = _new_ hash( );
```

### **Using the DECLARE Statement to Instantiate a Hash or Hash Iterator Object (Form 2)**

As an alternative to the two-step process of using the DECLARE statement and the `_NEW_` operator to declare and instantiate a hash or hash iterator object, you can use the DECLARE statement to declare and instantiate the hash or hash iterator object in one step. For example, in the following line of code, the DECLARE statement declares and instantiates a hash object and assigns it to the object reference H:

```
declare hash h( );
```

The previous line of code is equivalent to using the following code:

```
declare hash h;
h = _new_ hash( );
```

A *constructor* is a method that you can use to instantiate a hash object and initialize the hash object data. For example, in the following line of code, the DECLARE statement declares and instantiates a hash object and assigns it to the object reference H. In addition, the hash table size is initialized to a value of 16 (2<sup>4</sup>) using the argument tag, HASHEXP.

```
declare hash h(hashexp: 4);
```

### **Using SAS Data Set Options When Loading a Hash Object**

SAS data set options can be used when declaring a hash object that uses the DATASET argument tag. Data set options specify actions that apply only to the SAS data set with which they appear. They enable you to perform the following operations:

- renaming variables
- selecting a subset of observations based on observation number for processing
- selecting observations using the WHERE option
- dropping or keeping variables from a data set loaded into a hash object, or for an output data set that is specified in an OUTPUT method call
- specifying a password for a data set.

The following syntax is used:

```
dcl hash h(dataset: 'x (where = (i > 10))');
```

For more examples of using data set options, see [“Example 4: Using SAS Data Set Options When Loading a Hash Object”](#) on page 16. For a list of data set options, see *SAS Data Set Options: Reference*.

## Comparisons

You can use the DECLARE statement and the `_NEW_` operator, or the DECLARE statement alone to declare and instantiate an instance of a hash or hash iterator object.

## Examples

### **Example 1: Declaring and Instantiating a Hash Object by Using the DECLARE Statement and `_NEW_` Operator**

This example uses the DECLARE statement to declare a hash object. The `_NEW_` operator is used to instantiate the hash object.

```
data _null_;
  length k $15;
  length d $15;
  if _N_ = 1 then do;
    /* Declare and instantiate hash object "myhash" */
    declare hash myhash;
    myhash = _new_ hash( );
    /* Define key and data variables */
    rc = myhash.defineKey('k');
    rc = myhash.defineData('d');
    rc = myhash.defineDone( );
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Create constant key and data values */
  rc = myhash.add(key: 'Labrador', data: 'Retriever');
  rc = myhash.add(key: 'Airedale', data: 'Terrier');
  rc = myhash.add(key: 'Standard', data: 'Poodle');
  /* Find data associated with key and write data to log */
  rc = myhash.find(key: 'Airedale');
  if (rc = 0) then
    put d=;
  else
    put 'Key Airedale not found';
run;
```

### **Example 2: Declaring and Instantiating a Hash Object by Using the DECLARE Statement**

This example uses the DECLARE statement to declare and instantiate a hash object in one step.

```
data _null_;
  length k $15;
  length d $15;
  if _N_ = 1 then do;
    /* Declare and instantiate hash object "myhash" */
```

```

declare hash myhash( );
rc = myhash.defineKey('k');
rc = myhash.defineData('d');
rc = myhash.defineDone( );
/* avoid uninitialized variable notes */
call missing(k, d);
end;
/* Create constant key and data values */
rc = myhash.add(key: 'Labrador', data: 'Retriever');
rc = myhash.add(key: 'Airedale', data: 'Terrier');
rc = myhash.add(key: 'Standard', data: 'Poodle');
/* Find data associated with key and write data to log*/
rc = myhash.find(key: 'Airedale');
if (rc = 0) then
  put d=;
else
  put 'Key Airedale not found';
run;

```

### Example 3: Instantiating and Sizing a Hash Object

This example uses the DECLARE statement to declare and instantiate a hash object. The hash table size is set to 16 ( $2^4$ ).

```

data _null_;
  length k $15;
  length d $15;
  if _N_ = 1 then do;
    /* Declare and instantiate hash object "myhash". */
    /* Set hash table size to 16. */
    declare hash myhash(hashexp: 4);
    rc = myhash.defineKey('k');
    rc = myhash.defineData('d');
    rc = myhash.defineDone( );
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Create constant key and data values */
  rc = myhash.add(key: 'Labrador', data: 'Retriever');
  rc = myhash.add(key: 'Airedale', data: 'Terrier');
  rc = myhash.add(key: 'Standard', data: 'Poodle');
  rc = myhash.find(key: 'Airedale');
  /* Find data associated with key and write data to log*/
  if (rc = 0) then
    put d=;
  else
    put 'Key Airedale not found';
run;

```

### Example 4: Using SAS Data Set Options When Loading a Hash Object

The following examples use various SAS data set options when declaring a hash object:

```

data x;
  retain j 999;
  do i = 1 to 20;
    output;

```

```

end;
run;
/* Using the WHERE option. */
data _null_;
  length i 8;
  dcl hash h(dataset: 'x (where =(i > 10))', ordered: 'a');
  h.definekey('i');
  h.definedone();
  h.output(dataset: 'out');
  run;
/* Using the DROP option. */
data _null_;
  length i 8;
  dcl hash h(dataset: 'x (drop = j)', ordered: 'a');
  h.definekey(all: 'y');
  h.definedone();
  h.output(dataset: 'out (where =( i < 8))');
  run;
/* Using the FIRSTOBS option. */
data _null_;
  length i j 8;
  dcl hash h(dataset: 'x (firstobs=5)', ordered: 'a');
  h.definekey(all: 'y');
  h.definedone();
  h.output(dataset: 'out');
  run;
/* Using the OBS option. */
data _null_;
  length i j 8;
  dcl hash h(dataset: 'x (obs=5)', ordered: 'd');
  h.definekey(all: 'y');
  h.definedone();
  h.output(dataset: 'out (rename =(j=k))');
  run;

```

For a list of SAS data set options, see *SAS Data Set Options: Reference*.

## See Also

- Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*

### Operators:

- [“\\_NEW\\_ Operator, Hash or Hash Iterator Object” on page 36](#)

---

## DEFINEDATA Method

Defines data, associated with the specified data variables, to be stored in the hash object.

**Applies to:** Hash object

---

## Syntax

```
rc=object.DEFINEDATA('datavarname-1'<, ...'datavarname-n'>);
```

```
rc=object.DEFINEDATA(ALL: 'YES' | "YES");
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

*'datavarname'*

specifies the name of the data variable.

The data variable name can also be enclosed in double quotation marks.

**ALL: 'YES' | "YES"**

specifies all the data variables as data when the data set is loaded in the object constructor.

If the *dataset* argument tag is used in the DECLARE statement or *\_NEW\_* operator to automatically load a data set, then you can define all the data set variables as data by using the ALL: 'YES' option.

## Details

The hash object works by storing and retrieving data based on lookup keys. The keys and data are DATA step variables, which you use to initialize the hash object by using dot notation method calls. You define a key by passing the key variable name to the DEFINEKEY method. You define data by passing the data variable name to the DEFINEDATA method. When you have defined all key and data variables, you must call the DEFINEDONE method to complete initialization of the hash object. Keys and data consist of any number of character or numeric DATA step variables.

*Note:* If you use the shortcut notation for the ADD or REPLACE method (for example, `h.add(key:99, data:'apple', data:'orange')`) and use the ALL:'YES' option on the DEFINEDATA method, then you must specify the data in the same order as it exists in the data set.

*Note:* The hash object does not assign values to key variables (for example, `h.find(key:'abc')`), and the SAS compiler cannot detect the key and data variable assignments that are performed by the hash object and the hash iterator. Therefore, if no assignment to a key or data variable appears in the program, then SAS will issue a note stating that the variable is uninitialized. To avoid receiving these notes, you can perform one of the following actions:

- Set the NONOTES system option.
- Provide an initial assignment statement (typically to a missing value) for each key and data variable.
- Use the CALL MISSING routine with all the key and data variables as parameters. Here is an example:

```
length d $20;
length k $20;
```

```

if _N_ = 1 then do;
  declare hash h();
  rc = h.defineKey('k');
  rc = h.defineData('d');
  rc = h.defineDone();
  call missing(k,d);
end;

```

For detailed information about how to use the DEFINEDATA method, see “Defining Keys and Data” in Chapter 22 of *SAS Language Reference: Concepts*.

## Example

The following example creates a hash object and defines the key and data variables:

```

data _null_;
  length d $20;
  length k $20;
  /* Declare the hash object and key and data variables */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
run;

```

## See Also

- “Defining Keys and Data” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“DEFINEDONE Method” on page 19](#)
- [“DEFINEKEY Method” on page 20](#)

### Operators:

- [“\\_NEW\\_ Operator, Hash or Hash Iterator Object” on page 36](#)

### Statements:

- [“DECLARE Statement, Hash and Hash Iterator Objects” on page 10](#)

---

## DEFINEDONE Method

Indicates that all key and data definitions are complete.

**Applies to:** Hash object

---

## Syntax

```
rc = object.DEFINEDONE();
```

```
rc = object.DEFINEDONE(MEMRC: 'y');
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**memrc:'y'**

enables recovery from memory failure when loading a data set into a hash object.

If a call fails because of insufficient memory to load a data set, a nonzero return code is returned. The hash object frees the principal memory in the underlying array. The only allowable operation after this type of failure is deletion via the DELETE method.

## Details

When the DEFINEDONE method is called and the *dataset* argument tag is used with the constructor, the data set is loaded into the hash object.

The hash object works by storing and retrieving data based on lookup keys. The keys and data are DATA step variables, which you use to initialize the hash object by using dot notation method calls. You define a key by passing the key variable name to the DEFINEKEY method. You define data by passing the data variable name to the DEFINEDATA method. When you have defined all key and data variables, you must call the DEFINEDONE method to complete initialization of the hash object. Keys and data consist of any number of character or numeric DATA step variables.

For detailed information about how to use the DEFINEDONE method, see “Defining Keys and Data” in Chapter 22 of *SAS Language Reference: Concepts*.

## See Also

- “Defining Keys and Data” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“DEFINEDATA Method” on page 17](#)
- [“DEFINEKEY Method” on page 20](#)

---

## DEFINEKEY Method

Defines key variables for the hash object.

**Applies to:** Hash object

---



## Syntax

```
rc=object.DEFINEKEY('keyvarname-1'<, ... 'keyvarname-n'> );
rc=object.DEFINEKEY(ALL: 'YES' | "YES");
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

*'keyvarname'*

specifies the name of the key variable.

The key variable name can also be enclosed in double quotation marks.

**ALL: 'YES' | "YES"**

specifies all the data variables as keys when the data set is loaded in the object constructor.

If you use the *dataset* argument tag in the DECLARE statement or `_NEW_` operator to automatically load a data set, then you can define all the key variables by using the ALL: 'YES' option.

## Details

The hash object works by storing and retrieving data based on lookup keys. The keys and data are DATA step variables, which you use to initialize the hash object by using dot notation method calls. You define a key by passing the key variable name to the DEFINEKEY method. You define data by passing the data variable name to the DEFINEDATA method. When you have defined all key and data variables, you must call the DEFINEDONE method to complete initialization of the hash object. Keys and data consist of any number of character or numeric DATA step variables.

For more information about how to use the DEFINEKEY method, see “Defining Keys and Data” in Chapter 22 of *SAS Language Reference: Concepts*.

*Note:* If you use the shortcut notation for the ADD, CHECK, FIND, REMOVE, or REPLACE methods (for example, `h.add(key:99, data:'apple', data:'orange')`) and the ALL:'YES' option on the DEFINEKEY method, then you must specify the keys and data in the same order as they exist in the data set.

*Note:* The hash object does not assign values to key variables (for example, `h.find(key:'abc')`), and the SAS compiler cannot detect the key and data variable assignments done by the hash object and the hash iterator. Therefore, if no assignment to a key or data variable appears in the program, SAS will issue a note stating that the variable is uninitialized. To avoid receiving these notes, you can perform one of the following actions:

- Set the NONOTES system option.
- Provide an initial assignment statement (typically to a missing value) for each key and data variable.
- Use the CALL MISSING routine with all the key and data variables as parameters. Here is an example:

```

length d $20;
length k $20;
if _N_ = 1 then do;
  declare hash h();
  rc = h.defineKey('k');
  rc = h.defineData('d');
  rc = h.defineDone();
  call missing(k, d);
end;

```

## See Also

- “Defining Keys and Data” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- “DEFINEDATA Method” on page 17
- “DEFINEDONE Method” on page 19

### Operators:

- “\_NEW\_ Operator, Hash or Hash Iterator Object” on page 36

### Statements:

- “DECLARE Statement, Hash and Hash Iterator Objects” on page 10

---

## DELETE Method

Deletes the hash or hash iterator object.

**Applies to:** Hash object, Hash iterator object

---

### Syntax

```
rc=object.DELETE();
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is printed to the log.

*object*

specifies the name of the hash or hash iterator object.

### Details

DATA step component objects are deleted automatically at the end of the DATA step. If you want to reuse the object reference variable in another hash or hash iterator object constructor, you should delete the hash or hash iterator object by using the DELETE method.

If you attempt to use a hash or hash iterator object after you delete it, you will receive an error in the log.

If you want to delete all the items from within a hash object and save the hash object to use again, use the [“CLEAR Method” on page 9](#).

---

## EQUALS Method

Determines whether two hash objects are equal.

**Applies to:** Hash object

---

### Syntax

```
rc=object.EQUALS(HASH: 'object', RESULT: variable name);
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of a hash object.

**HASH:'*object*'**

specifies the name of the second hash object that is compared to the first hash object.

**RESULT: *variable name***

specifies the name of a numeric variable name to hold the result. If the hash objects are equal, the result variable is 1. Otherwise, the result variable is zero.

### Details

The following example compares H1 to H2 hash objects:

```
length eq k 8;
declare hash h1();
h1.defineKey('k');
h1.defineDone();

declare hash h2();
h2.defineKey('k');
h2.defineDone();

rc = h1.equals(hash: 'h2', result: eq);
if eq then
  put 'hash objects equal';
else
  put 'hash objects not equal';
```

The two hash objects are defined as equal when all of the following conditions occur:

- Both hash objects are the same size—that is, the HASHEXP sizes are equal.

- Both hash objects have the same number of items—that is, `H1.NUM_ITEMS = H2.NUM_ITEMS`.
- Both hash objects have the same key and data structure.
- In an unordered iteration over `H1` and `H2` hash objects, each successive record from `H1` has the same key and data fields as the corresponding record in `H2`—that is, each record is in the same position in each hash object and each such record is identical to the corresponding record in the other hash object.

### Example: Comparing Two Hash Objects

In the following example, the first return call to `EQUALS` returns a nonzero value and the second return call returns a zero value.

```
data x;
  length k eq 8;
  declare hash h1();
  h1.defineKey('k');
  h1.defineDone();

  declare hash h2();
  h2.defineKey('k');
  h2.defineDone();

  k = 99;
  h1.add();
  h2.add();
  rc = h1.equals(hash: 'h2', result: eq);
  put eq=;

  k = 100;
  h2.replace();

  rc = h1.equals(hash: 'h2', result: eq);
  put eq=;

run;
```

---

## FIND Method

Determines whether the specified key is stored in the hash object.

**Applies to:** Hash object

---

### Syntax

```
rc=object.FIND(<KEY: keyvalue-1, ...KEY: keyvalue-n>);
```

### Arguments

*rc*  
specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

**object**

specifies the name of the hash object.

**KEY: *keyvalue***

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call.

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

## Details

You can use the FIND method in one of two ways to find data in a hash object.

You can specify the key, and then use the FIND method as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  /* Declare hash object and key and data variables */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Define constant key and data values */
  rc = h.add(key: 'Joyce', data: 'Ulysses');
  /* Find the key JOYCE */
  k = 'Joyce';
  rc = h.find();
  if (rc = 0) then
    put 'Key is in the hash object.';
run;
```

Alternatively, you can use a shortcut and specify the key directly in the FIND method call as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  /* Declare hash object and key and data variables */
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  /* Define constant key and data values */
  rc = h.add(key: 'Joyce', data: 'Ulysses');
  /* Find the key JOYCE */
  rc = h.find(key: 'Joyce');
```

```

    if (rc = 0) then
        put 'Key is in the hash object.';
run;

```

If the hash object has multiple data items for each key, use the “[FIND\\_NEXT Method](#)” on page 27 and the “[FIND\\_PREV Method](#)” on page 28 in conjunction with the FIND method to traverse a multiple data item list.

## Comparisons

The FIND method returns a value that indicates whether the key is in the hash object. If the key is in the hash object, then the FIND method also sets the data variable to the value of the data item so that it is available for use after the method call. The CHECK method only returns a value that indicates whether the key is in the hash object. The data variable is not updated.

## Example: Using the FIND Method to Find the Key in a Hash Object

The following example creates a hash object. Two data values are added. The FIND method is used to find a key in the hash object. The data value is returned to the data set variable that is associated with the key.

```

data _null_;
    length k $8;
    length d $12;
    /* Declare hash object and key and data variable names */
    if _N_ = 1 then do;
        declare hash h();
        rc = h.defineKey('k');
        rc = h.defineData('d');
        /* avoid uninitialized variable notes */
        call missing(k, d);
        rc = h.defineDone();
    end;
    /* Define constant key and data values and add to hash object */
    rc = h.add(key: 'Joyce', data: 'Ulysses');
    rc = h.add(key: 'Homer', data: 'Odyssey');
    /* Verify that key JOYCE is in hash object and */
    /* return its data value to the data set variable D */
    rc = h.find(key: 'Joyce');
    put d=;
run;

```

**d=Ulysses** is written to the SAS log.

## See Also

- “Storing and Retrieving Data” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- “[CHECK Method](#)” on page 7
- “[DEFINEKEY Method](#)” on page 20
- “[FIND\\_NEXT Method](#)” on page 27
- “[FIND\\_PREV Method](#)” on page 28

- [“REF Method” on page 49](#)

---

## FIND\_NEXT Method

Sets the current list item to the next item in the current key's multiple item list and sets the data for the corresponding data variables.

**Applies to:** Hash object

---

### Syntax

```
rc=object.FIND_NEXT();
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, an appropriate error message is printed to the log.

*object*

specifies the name of the hash object.

### Details

The FIND method determines whether the key exists in the hash object. The HAS\_NEXT method determines whether the key has multiple data items associated with it. When you have determined that the key has another data item, that data item can be retrieved by using the FIND\_NEXT method, which sets the data variable to the value of the data item so that it is available for use after the method call. Once you are in the data item list, you can use the HAS\_NEXT and FIND\_NEXT methods to traverse the list.

### Example

This example uses the FIND\_NEXT method to iterate through a data set where several keys have multiple data items. If a key has more than one data item, subsequent items are marked **dup**.

```
data dup;
  length key data 8;
  input key data;
  datalines;
1 10
2 11
1 15
3 20
2 16
2 9
3 100
5 5
1 5
4 6
5 99
```

```

;
data _null_;
  dcl hash h(dataset:'dup', multidata: 'y');
  h.definekey('key');
  h.definedata('key', 'data');
  h.definedone();
  /* avoid uninitialized variable notes */
  call missing (key, data);
  do key = 1 to 5;
    rc = h.find();
    if (rc = 0) then do;
      put key= data=;
      rc = h.find_next();
      do while(rc = 0);
        put 'dup ' key= data;
        rc = h.find_next();
      end;
    end;
  end;
run;

```

The following lines are written to the SAS log.

```

key=1 data=10
dup key=1 5
dup key=1 15
key=2 data=11
dup key=2 9
dup key=2 16
key=3 data=20
dup key=3 100
key=4 data=6
key=5 data=5
dup key=5 99

```

## See Also

- “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“FIND Method” on page 24](#)
- [“FIND\\_PREV Method” on page 28](#)
- [“HAS\\_NEXT Method” on page 31](#)

---

## FIND\_PREV Method

Sets the current list item to the previous item in the current key's multiple item list and sets the data for the corresponding data variables.

**Applies to:** Hash object

---



## Syntax

```
rc=object.FIND_PREV();
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, an appropriate error message is printed to the log.

*object*

specifies the name of the hash object.

## Details

The FIND method determines whether the key exists in the hash object. The HAS\_PREV method determines whether the key has multiple data items associated with it. When you have determined that the key has a previous data item, that data item can be retrieved by using the FIND\_PREV method, which sets the data variable to the value of the data item so that it is available for use after the method call. Once you are in the data item list, you can use the HAS\_PREV and FIND\_PREV methods in addition to the HAS\_NEXT and FIND\_NEXT methods to traverse the list. See the [“HAS\\_NEXT Method” on page 31](#) for an example.

## See Also

- “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“FIND Method” on page 24](#)
- [“FIND\\_NEXT Method” on page 27](#)
- [“HAS\\_PREV Method” on page 33](#)

---

## FIRST Method

Returns the first value in the underlying hash object.

**Applies to:** Hash iterator object

---

## Syntax

```
rc=object.FIRST();
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, an appropriate error message will be printed to the log.

**object**

specifies the name of the hash iterator object.

## Details

The FIRST method returns the first data item in the hash object. If you use the **ordered: 'yes'** or **ordered: 'ascending'** argument tag in the DECLARE statement or **\_NEW\_** operator when you instantiate the hash object, then the data item that is returned is the one with the 'least' key (smallest numeric value or first alphabetic character), because the data items are sorted in ascending key-value order in the hash object. Repeated calls to the NEXT method will iteratively traverse the hash object and return the data items in ascending key order. Conversely, if you use the **ordered: 'descending'** argument tag in the DECLARE statement or **\_NEW\_** operator when you instantiate the hash object, then the data item that is returned is the one with the 'highest' key (largest numeric value or last alphabetic character), because the data items are sorted in descending key-value order in the hash object. Repeated calls to the NEXT method will iteratively traverse the hash object and return the data items in descending key order.

Use the LAST method to return the last data item in the hash object.

*Note:* The FIRST method sets the data variable to the value of the data item so that it is available for use after the method call.

## Example: Retrieving Hash Object Data

The following example creates a data set that contains sales data. You want to list products in order of sales. The data is loaded into a hash object and the FIRST and NEXT methods are used to retrieve the data.

```
data work.sales;
  input prod $1-6 qty $9-14;
  datalines;
banana 398487
apple 384223
orange 329559
;
data _null_;
  /* Declare hash object and read SALES data set as ordered */
  if _N_ = 1 then do;
    length prod $10;
    length qty $6;
    declare hash h(dataset: 'work.sales', ordered: 'yes');
    declare hiter iter('h');
    /* Define key and data variables */
    h.defineKey('qty');
    h.defineData('prod');
    h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(qty, prod);
  end;
  /* Iterate through the hash object and output data values */
  rc = iter.first();
  do while (rc = 0);
```

```

        put prod=;
        rc = iter.next();
    end;
run;

```

The following lines are written to the SAS log:

```

prod=orange
prod=apple
prod=banana

```

## See Also

- “Using the Hash Iterator Object ” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“LAST Method” on page 35](#)

### Operators:

- [“\\_NEW\\_ Operator, Hash or Hash Iterator Object” on page 36](#)

### Statements:

- [“DECLARE Statement, Hash and Hash Iterator Objects” on page 10](#)

---

## HAS\_NEXT Method

Determines whether there is a next item in the current key's multiple data item list.

**Applies to:** Hash object

---

## Syntax

```
rc=object.HAS_NEXT(RESULT: R);
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

## RESULT:R

specifies the numeric variable **R**, which receives a zero value if there is not another data item in the data item list or a nonzero value if there is another data item in the data item list.

## Details

If a key has multiple data items, you can use the `HAS_NEXT` method to determine whether there is a next item in the current key's multiple data item list. If there is another item, the method will return a nonzero value in the numeric variable `R`. Otherwise, it will return a zero.

The `FIND` method determines whether the key exists in the hash object. The `HAS_NEXT` method determines whether the key has multiple data items associated with it. When you have determined that the key has another data item, that data item can be retrieved by using the `FIND_NEXT` method, which sets the data variable to the value of the data item so that it is available for use after the method call. Once you are in the data item list, you can use the `HAS_PREV` and `FIND_PREV` methods in addition to the `HAS_NEXT` and `FIND_NEXT` methods to traverse the list.

## Example: Finding Data Items

This example creates a hash object where several keys have multiple data items. It uses the `HAS_NEXT` method to find all the data items.

```
data testdup;
  length key data 8;
  input key data;
  datalines;
1 100
2 11
1 15
3 20
2 16
2 9
3 100
5 5
1 5
4 6
5 99
;
data _null_;
  length r 8;
  dcl hash h(dataset:'testdup', multidata: 'y');
  h.definekey('key');
  h.definedata('key', 'data');
  h.definedone();
  call missing (key, data);
  do key = 1 to 5;
    rc = h.find();
    if (rc = 0) then do;
      put key= data=;
      h.has_next(result: r);
      do while(r ne 0);
        rc = h.find_next();
        put 'dup ' key= data=;
        h.has_next(result: r);
      end;
    end;
  end;
run;
```

The following lines are written to the SAS log.

```
key=1 data=100
dup key=1 5
dup key=1 15
key=2 data=11
dup key=2 9
dup key=2 16
key=3 data=20
dup key=3 100
key=4 data=6
key=5 data=5
dup key=5 99
```

## See Also

- “Using the Hash Iterator Object ” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“FIND Method” on page 24](#)
- [“FIND\\_NEXT Method” on page 27](#)
- [“FIND\\_PREV Method” on page 28](#)
- [“HAS\\_PREV Method” on page 33](#)

---

## HAS\_PREV Method

Determines whether there is a previous item in the current key's multiple data item list.

**Applies to:** Hash object

---

### Syntax

```
rc=object.HAS_PREV(RESULT: R);
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

### RESULT:R

specifies the numeric variable **R**, which receives a zero value if there is not another data item in the data item list or a nonzero value if there is another data item in the data item list.

## Details

If a key has multiple data items, you can use the `HAS_PREV` method to determine whether there is a previous item in the current key's multiple data item list. If there is a previous item, the method will return a nonzero value in the numeric variable `R`. Otherwise, it will return a zero.

The `FIND` method determines whether the key exists in the hash object. The `HAS_NEXT` method determines whether the key has multiple data items associated with it. When you have determined that the key has a previous data item, that data item can be retrieved by using the `FIND_PREV` method, which sets the data variable to the value of the data item so that it is available for use after the method call. Once you are in the data item list, you can use the `HAS_PREV` and `FIND_PREV` methods in addition to the `HAS_NEXT` and `FIND_NEXT` methods to traverse the list. See the “[HAS\\_NEXT Method](#)” on page 31 for an example.

## See Also

- “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- “[FIND Method](#)” on page 24
- “[FIND\\_NEXT Method](#)” on page 27
- “[FIND\\_PREV Method](#)” on page 28
- “[HAS\\_NEXT Method](#)” on page 31

---

## ITEM\_SIZE Attribute

Returns the size (in bytes) of an item in a hash object.

**Applies to:** Hash object

---

## Syntax

```
variable_name=object.ITEM_SIZE;
```

## Arguments

*variable\_name*

specifies name of the variable that contains the size of the item in the hash object.

*object*

specifies the name of the hash object.

## Details

The `ITEM_SIZE` attribute returns the size (in bytes) of an item, which includes the key and data variables and some additional internal information. You can set an estimate of how much memory the hash object is using with the `ITEM_SIZE` and `NUM_ITEMS` attributes. The `ITEM_SIZE` attribute does not reflect the initial overhead that the hash object requires, nor does it take into account any necessary internal alignments.

Therefore, the use of ITEM\_SIZE does not provide exact memory usage, but it does return a good approximation.

## Example: Returning the Size of a Hash Item

The following example uses ITEM\_SIZE to return the size of the item in MYHASH:

```
data work.stock;
  input prod $1-10 qty 12-14;
  datalines;
broccoli 345
corn 389
potato 993
onion 730
;
data _null_;
  if _N_ = 1 then do;
    length prod $10;
    /* Declare hash object and read STOCK data set as ordered */
    declare hash myhash(dataset: "work.stock");
    /* Define key and data variables */
    myhash.defineKey('prod');
    myhash.defineData('qty');
    myhash.defineDone();
  end;
  /* Add a key and data value to the hash object */
  prod = 'celery';
  qty = 183;
  rc = myhash.add();

  /* Use ITEM_SIZE to return the size of the item in hash object */
  itemsize = myhash.item_size;
  put itemsize=;
run;
```

**itemsize=40** is written to the SAS log.

---

## LAST Method

Returns the last value in the underlying hash object.

**Applies to:** Hash iterator object

---

### Syntax

```
rc=object.LAST();
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

**object**

specifies the name of the hash iterator object.

**Details**

The LAST method returns the last data item in the hash object. If you use the **ordered: 'yes'** or **ordered: 'ascending'** argument tag in the DECLARE statement or **\_NEW\_** operator when you instantiate the hash object, then the data item that is returned is the one with the 'highest' key (largest numeric value or last alphabetic character), because the data items are sorted in ascending key-value order in the hash object. Conversely, if you use the **ordered: 'descending'** argument tag in the DECLARE statement or **\_NEW\_** operator when you instantiate the hash object, then the data item that is returned is the one with the 'least' key (smallest numeric value or first alphabetic character), because the data items are sorted in descending key-value order in the hash object.

Use the FIRST method to return the first data item in the hash object.

*Note:* The LAST method sets the data variable to the value of the data item so that it is available for use after the method call.

**See Also**

- “Using the Hash Iterator Object” in Chapter 22 of *SAS Language Reference: Concepts*

**Methods:**

- [“FIRST Method” on page 29](#)

**Operators:**

- [“\\_NEW\\_ Operator, Hash or Hash Iterator Object” on page 36](#)

**Statements:**

- [“DECLARE Statement, Hash and Hash Iterator Objects” on page 10](#)

---

**\_NEW\_ Operator, Hash or Hash Iterator Object**

Creates an instance of a hash or hash iterator object.

**Applies to:** Hash object, Hash iterator object

---

**Syntax**

```
object-reference = _NEW_ object(<argument_tag-1: value-1<, ...argument_tag-n: value-n>>);
```

**Arguments*****object-reference***

specifies the object reference name for the hash or hash iterator object.

***object***

specifies the component object. It can be one of the following:



- hash indicates a hash object. The hash object provides a mechanism for quick data storage and retrieval. The hash object stores and retrieves data based on lookup keys.
- hiter indicates a hash iterator object. The hash iterator object enables you to retrieve the hash object's data in forward or reverse key order.

**See:** Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts* and “Using the Hash Iterator Object ” in Chapter 22 of *SAS Language Reference: Concepts*

**argument tag:value**

specifies the information that is used to create an instance of the hash object.

Valid hash object argument tags and values are

dataset: *'dataset\_name <(datasetoption)>'*

Names a SAS data set to load into the hash object.

The name of the SAS data set can be a literal or character variable. The data set name must be enclosed in single or double quotation marks. Macro variables must be enclosed in double quotation marks.

You can use SAS data set options when declaring a hash object in the DATASET argument tag. Data set options specify actions that apply only to the SAS data set with which they appear. They enable you to perform the following operations:

- renaming variables
- selecting a subset of observations based on observation number for processing
- selecting observations using the WHERE option
- dropping or keeping variables from a data set loaded into a hash object, or for an output data set specified in an OUTPUT method call
- specifying a password for a data set.

The following syntax is used:

```
dcl hash h;  
h = _new_ hash (dataset: 'x (where = (i > 10))');
```

For a list of SAS data set options, see the *SAS Data Set Options: Reference*.

**Note:** If the data set contains duplicate keys, the default is to keep the first instance in the hash object; subsequent instances will be ignored. To store the last instance in the hash object or have an error message written in the SAS log if there is a duplicate key, use the DUPLICATE argument tag.

duplicate: *'option'*

determines whether to ignore duplicate keys when loading a data set into the hash object. The default is to store the first key and ignore all subsequent duplicates. Option can be one of the following values:

'replace' | 'r'

stores the last duplicate key record.

'error' | 'e'

reports an error to the log if a duplicate key is found.

The following example using the REPLACE option stores **br**own for the key 620 and **bl**ue for the key 531 . If you use the default, **gr**een would be stored for 620 and **ye**llow would be stored for 531.

```

data table;
  input key data $;
  datalines;
  531 yellow
  620 green
  531 blue
  908 orange
  620 brown
  143 purple
  run;
data _null_;
length key 8 data $ 8;
if (_n_ = 1) then do;
  declare hash myhash;
  myhash = _new_ hash (dataset: "table", duplicate: "r");
  rc = myhash.definekey('key');
  rc = myhash.definedata('data');
  myhash.definedone();
end;
rc = myhash.output(dataset:"otable");
run;

```

**hashexp: *n***

The hash object's internal table size, where the size of the hash table is  $2^n$ .

The value of HASHEXP is used as a power-of-two exponent to create the hash table size. For example, a value of 4 for HASHEXP equates to a hash table size of  $2^4$ , or 16. The maximum value for HASHEXP is 20.

The hash table size is not equal to the number of items that can be stored. Imagine the hash table as an array of 'buckets.' A hash table size of 16 would have 16 'buckets.' Each bucket can hold an infinite number of items. The efficiency of the hash table lies in the ability of the hashing function to map items to and retrieve items from the buckets.

You should set the hash table size relative to the amount of data in the hash object in order to maximize the efficiency of the hash object lookup routines. Try different HASHEXP values until you get the best result. For example, if the hash object contains one million items, a hash table size of 16 (HASHEXP = 4) would work, but not very efficiently. A hash table size of 512 or 1024 (HASHEXP = 9 or 10) would result in the best performance.

**Default:** 8, which equates to a hash table size of  $2^8$  or 256

**ordered: '*option*'**

Specifies whether or how the data is returned in key-value order if you use the hash object with a hash iterator object or if you use the hash object OUTPUT method.

The argument value can also be enclosed in double quotation marks.

*option* can be one of the following values:

'ascending'   'a'	Data is returned in ascending key-value order. Specifying <b>'ascending'</b> is the same as specifying <b>'yes'</b> .
'descending'   'd'	Data is returned in descending key-value order.
'YES'   'Y'	Data is returned in ascending key-value order. Specifying <b>'yes'</b> is the same as specifying <b>'ascending'</b> .
'NO'   'N'	Data is returned in some undefined order.

**Default:** NO

multidata: *'option'*

specifies whether multiple data items are allowed for each key.

The argument value can also be enclosed in double quotation marks.

**option** can be one of the following values:

'YES' | 'Y' Multiple data items are allowed for each key.

'NO' | 'N' Only one data item is allowed for each key.

**Default:** NO

**See:** “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

suminc: *'variable-name'*

maintains a summary count of hash object keys. The SUMINC argument tag is given a DATA step variable, which holds the sum increment, that is, how much to add to the key summary for each reference to the key. The SUMINC value treats a missing value as zero, like the SUM function. For example, a key summary changes using the current value of the DATA step variable.

```
dc1 hash myhash(suminc: 'count');
```

For more information, see “Maintaining Key Summaries” in Chapter 22 of *SAS Language Reference: Concepts*.

**See:** “Initializing Hash Object Data Using a Constructor” in Chapter 22 of *SAS Language Reference: Concepts* and “Declaring and Instantiating a Hash Object” in Chapter 22 of *SAS Language Reference: Concepts*

## Details

To use a DATA step component object in your SAS program, you must declare and create (instantiate) the object. The DATA step component interface provides a mechanism for accessing the predefined component objects from within the DATA step.

If you use the `_NEW_` operator to instantiate the component object, you must first use the DECLARE statement to declare the component object. For example, in the following lines of code, the DECLARE statement tells SAS that the object reference H is a hash object. The `_NEW_` operator creates the hash object and assigns it to the object reference H.

```
declare hash h();  
h = _new_hash( );
```

*Note:* You can use the DECLARE statement to declare and instantiate a hash or hash iterator object in one step.

A constructor is a method that is used to instantiate a component object and to initialize the component object data. For example, in the following lines of code, the `_NEW_` operator instantiates a hash object and assigns it to the object reference H. In addition, the data set WORK.KENNEL is loaded into the hash object.

```
declare hash h();  
h = _new_hash(datset: "work.kennel");
```

For more information about the predefined DATA step component objects and constructors, see Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*.

## Comparisons

You can use the DECLARE statement and the `_NEW_` operator, or the DECLARE statement alone to declare and instantiate an instance of a hash or hash iterator object.

### Example: Using the `_NEW_` Operator to Instantiate and Initialize Hash Object Data

This example uses the `_NEW_` operator to instantiate and initialize data for a hash object and instantiate a hash iterator object.

The hash object is filled with data, and the iterator is used to retrieve the data in key order.

```

data kennel;
  input name $1-10 kenno $14-15;
  datalines;
Charlie      15
Tanner      07
Jake        04
Murphy      01
Pepe        09
Jacques     11
Princess Z  12
;
run;
data _null_;
  if _N_ = 1 then do;
    length kenno $2;
    length name $10;
    /* Declare the hash object */
    declare hash h();
    /* Instantiate and initialize the hash object */
    h = _new_hash(dataset:"work.kennel", ordered: 'yes');
    /* Declare the hash iterator object */
    declare hiter iter;
    /* Instantiate the hash iterator object */
    iter = _new_hiter('h');
    /* Define key and data variables */
    h.defineKey('kenno');
    h.defineData('name', 'kenno');
    h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(kenno, name);
  end;
  /* Find the first key in the ordered hash object and output to the log */
  rc = iter.first();
  do while (rc = 0);
    put kenno ' ' name;
    rc = iter.next();
  end;
run;

```

The following lines are written to the SAS log:

```
NOTE: There were 7 observations read from the data set WORK.KENNEL.
01  Murphy
04  Jake
07  Tanner
09  Pepe
11  Jacques
12  Princess Z
15  Charlie
```

## See Also

- Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*

## Statements:

- [“DECLARE Statement, Hash and Hash Iterator Objects”](#) on page 10

---

## NEXT Method

Returns the next value in the underlying hash object.

**Applies to:** Hash iterator object

---

## Syntax

```
rc=object.NEXT();
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash iterator object.

## Details

Use the NEXT method iteratively to traverse the hash object and return the data items in key order.

The FIRST method returns the first data item in the hash object.

You can use the PREV method to return the previous data item in the hash object.

*Note:* The NEXT method sets the data variable to the value of the data item so that it is available for use after the method call.

*Note:* If you call the NEXT method without calling the FIRST method, then the NEXT method will still start at the first item in the hash object.

## See Also

- “Using the Hash Iterator Object” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- “FIRST Method” on page 29
- “PREV Method” on page 48

### Operators:

- “\_NEW\_ Operator, Hash or Hash Iterator Object” on page 36

### Statements:

- “DECLARE Statement, Hash and Hash Iterator Objects” on page 10

---

## NUM\_ITEMS Attribute

Returns the number of items in the hash object.

**Applies to:** Hash object

---

## Syntax

*variable\_name*=*object*.NUM\_ITEMS;

## Arguments

### *variable\_name*

specifies the name of the variable that contains the number of items in the hash object.

### *object*

specifies the name of the hash object.

## Example: Returning the Number of Items in a Hash Object

This example creates a data set and loads the data set into a hash object. An item is added to the hash object and the total number of items in the resulting hash object is returned by the NUM\_ITEMS attribute.

```
data work.stock;
  input item $ qty;
  datalines;
broccoli 345
corn 389
potato 993
onion 730
;
data _null_;
  if _N_ = 1 then do;
```

```

length item $10;
length qty 8;
length totalitems 8;
/* Declare hash object and read STOCK data set as ordered */
declare hash myhash(dataset: "work.stock");
/* Define key and data variables */
myhash.defineKey('item');
myhash.defineData('qty');
myhash.defineDone();
end;
/* Add a key and data value to the hash object */
item = 'celery';
qty = 183;
rc = myhash.add();
if (rc ne 0) then
  put 'Add failed';
/* Use NUM_ITEMS to return updated number of items in hash object */
totalitems = myhash.num_items;
put totalitems=;
run;

```

**totalitems=5** is written to the SAS log.

---

## OUTPUT Method

Creates one or more data sets each of which contain the data in the hash object.

**Applies to:** Hash object

---

### Syntax

```
rc=object.OUTPUT(DATASET: 'dataset-1 <(datasetoption)>'
<, ...<DATASET: 'dataset-n'> ('datasetoption<(datasetoption)>');
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**DATASET: '*dataset*'**

specifies the name of the output data set.

The name of the SAS data set can be a character literal or character variable. The data set name can also be enclosed in double quotation marks. When specifying the name of the output data set, you can use SAS data set options in the DATASET argument tag. Macro variables must be enclosed in double quotation marks.

*datasetoption*

specifies a data set option.

For complete information about how to specify data set options, see “Syntax” in Chapter 1 of *SAS Data Set Options: Reference*.

## Details

Hash object keys are not automatically stored as part of the output data set. The keys must be defined as data items by using the `DEFINEDATA` method to be included in the output data set.

If you use the `ordered: 'yes'` or `ordered: 'ascending'` argument tag in the `DECLARE` statement or `_NEW_` operator when you instantiate the hash object, then the data items are written to the data set in ascending key-value order. If you use the `ordered: 'descending'` argument tag in the `DECLARE` statement or `_NEW_` operator when you instantiate the hash object, then the data items are written to the data set in descending key-value order. If you do not use the `ordered` argument tag, the order is undefined.

When specifying the name of the output data set, you can use SAS data set options in the `DATASET` argument tag. Data set options specify actions that apply only to the SAS data set with which they appear. They let you perform the following operations:

- renaming variables
- selecting a subset of observations based on the observation number for processing
- selecting observations using the `WHERE` option
- dropping or keeping variables from a data set loaded into a hash object, or for an output data set that is specified in an `OUTPUT` method call
- specifying a password for a data set.

The following example uses the `WHERE` data set option to select specific data for the output data set named `OUT`:

```
data x;
  do i = 1 to 20;
    output;
  end;
run;

/* Using the WHERE option. */
data _null_;
  length i 8;
  dcl hash h();
  h.definekey(all: 'y');
  h.definedone();
  h.output(dataset: 'out (where =( i < 8))');
run;
```

The following example uses the `RENAME` data set option to rename the variable `J` to `K` for the output data set named `OUT`:

```
data x;
  do i = 1 to 20;
    output;
  end;
run;

/* Using the RENAME option. */
data _null_;
  length i j 8;
  dcl hash h();
```



```

h.definekey(all: 'y');
h.definedone();
h.output(dataset: 'out (rename =(j=k))');
run;

```

For a list of data set options, see *SAS Data Set Options: Reference*.

*Note:* When you use the OUTPUT method to create a data set, the hash object is not part of the output data set. In the following example, the H2 hash object will be omitted from the output data set.

```

data _null_;
  length k 8;
  length d $10;
  declare hash h2();
  declare hash h(ordered: 'y');
  h.defineKey('k');
  h.defineData('k', 'd', 'h2');
  h.defineDone();
  k = 99;
  d = 'abc';
  h.add();
  k = 199;
  d = 'def';
  h.add();
  h.output(dataset:'work.x');
run;

```

## Example

Using the data set ASTRO that contains astronomical data, the following code creates a hash object with the Messier (OBJ) objects sorted in ascending order by their right-ascension (RA) values and uses the OUTPUT method to save the data to a data set.

```

data astro;
input obj $1-4 ra $6-12 dec $14-19;
datalines;
M31 00 42.7 +41 16
M71 19 53.8 +18 47
M51 13 29.9 +47 12
M98 12 13.8 +14 54
M13 16 41.7 +36 28
M39 21 32.2 +48 26
M81 09 55.6 +69 04
M100 12 22.9 +15 49
M41 06 46.0 -20 44
M44 08 40.1 +19 59
M10 16 57.1 -04 06
M57 18 53.6 +33 02
  M3 13 42.2 +28 23
M22 18 36.4 -23 54
M23 17 56.8 -19 01
M49 12 29.8 +08 00
M68 12 39.5 -26 45
M17 18 20.8 -16 11
M14 17 37.6 -03 15
M29 20 23.9 +38 32

```

```

M34 02 42.0 +42 47
M82 09 55.8 +69 41
M59 12 42.0 +11 39
M74 01 36.7 +15 47
M25 18 31.6 -19 15
;
run;
data _null_;
  if _N_ = 1 then do;
    length obj $10;
    length ra $10;
    length dec $10;
    /* Read ASTRO data set as ordered */
    declare hash h(hashexp: 4, dataset:"work.astro", ordered: 'yes');
    /* Define variables RA and OBJ as key and data for hash object */
    h.defineKey('ra');
    h.defineData('ra', 'obj');
    h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(ra, obj);
  end;
  /* Create output data set from hash object */
  rc = h.output(dataset: 'work.out');
run;

proc print data=work.out;
  var ra obj;
  title 'Messier Objects Sorted by Right-Ascension Values';
run;

```

**Output 2.1** Messier Objects Sorted by Right-Ascension Values**Messier Objects Sorted by Right-Ascension Values**

Obs	ra	obj
1	00 42.7	M31
2	01 36.7	M74
3	02 42.0	M34
4	06 46.0	M41
5	08 40.1	M44
6	09 55.6	M81
7	09 55.8	M82
8	12 13.8	M98
9	12 22.9	M100
10	12 29.8	M49
11	12 39.5	M68
12	12 42.0	M59
13	13 29.9	M51
14	13 42.2	M3
15	16 41.7	M13
16	16 57.1	M10
17	17 37.6	M14
18	17 56.8	M23
19	18 20.8	M17
20	18 31.6	M25
21	18 36.4	M22
22	18 53.6	M57
23	19 53.8	M71
24	20 23.9	M29
25	21 32.2	M39

**See Also**

- “Saving Hash Object Data in a Data Set” in Chapter 22 of *SAS Language Reference: Concepts*

**Methods:**

- “DEFINEDATA Method” on page 17

**Operators:**

- “\_NEW\_ Operator, Hash or Hash Iterator Object” on page 36

**Statements:**

- “DECLARE Statement, Hash and Hash Iterator Objects” on page 10

---

## PREV Method

Returns the previous value in the underlying hash object.

**Applies to:** Hash iterator object

---

### Syntax

```
rc=object.PREV();
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash iterator object.

### Details

Use the PREV method iteratively to traverse the hash object and return the data items in reverse key order.

The FIRST method returns the first data item in the hash object. The LAST method returns the last data item in the hash object.

You can use the NEXT method to return the next data item in the hash object.

*Note:* The PREV method sets the data variable to the value of the data item so that it is available for use after the method call.

### See Also

- “Using the Hash Iterator Object” in Chapter 22 of *SAS Language Reference: Concepts*

**Methods:**

- “FIRST Method” on page 29
- “LAST Method” on page 35

- “NEXT Method” on page 41

#### Operators:

- “\_NEW\_ Operator, Hash or Hash Iterator Object” on page 36

#### Statements:

- “DECLARE Statement, Hash and Hash Iterator Objects” on page 10

---

## REF Method

Consolidates the FIND and ADD methods into a single method call.

**Applies to:** Hash object

---

### Syntax

```
rc=object.REF(<<KEY: keyvalue-1>, ...<KEY: keyvalue-n>, <DATA: datavalue-1>
, ...<DATA: datavalue-n>>);
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**KEY:** *keyvalue*

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call.

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

**DATA:** *datavalue*

specifies the data value whose type must match the corresponding data variable that is specified in a DEFINEDATA method call.

The number of “DATA: *datavalue*” pairs depends on the number of data variables that you define by using the DEFINEDATA method.

### Details

You can consolidate FIND and ADD methods into a single REF method. You can change the following code:

```
rc = h.find();
  if (rc ne 0) then
    rc = h.add();
to
rc = h.ref();
```

The REF method is useful for counting the number of occurrences of each key in a hash object. The REF method initializes the key summary for each key on the first ADD, and then changes the ADD for each subsequent FIND.

*Note:* The REF method sets the data variable to the value of the data item so that it is available for use after the method call.

For more information about key summaries, see “Maintaining Key Summaries” in Chapter 22 of *SAS Language Reference: Concepts*.

## Example: Using the REF Method for Key Summaries

The following example uses the REF method for key summaries:

```
data keys;
  input key;
datalines;
1
2
1
3
5
2
3
2
4
1
5
1
;
data count;
  length count key 8;
  keep key count;
  if _n_ = 1 then do;
    declare hash myhash(suminc: "count", ordered: "y");
    declare hiter iter("myhash");
    myhash.defineKey('key');
    myhash.defineDone();
    count = 1;
  end;
  do while (not done);
    set keys end=done;
    rc = myhash.ref();
  end;
  rc = iter.first();
  do while(rc = 0);
    rc = myhash.sum(sum: count);
    output;
    rc = iter.next();
  end;
  stop;
run;

proc print data=count;
run;
```

**Output 2.2** Output of DATA Using the REF Method

The SAS System

Obs	count	key
1	4	1
2	3	2
3	2	3
4	1	4
5	2	5

## See Also

### Methods:

- “ADD Method” on page 5
- “FIND Method” on page 24
- “CHECK Method” on page 7

---

## REMOVE Method

Removes the data that is associated with the specified key from the hash object.

**Applies to:** Hash object

---

### Syntax

```
rc=object.REMOVE(<KEY: keyvalue-1, ...KEY: keyvalue-n>);
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**KEY:** *keyvalue*

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

**Restriction:** If an associated hash iterator is pointing to the *keyvalue*, then the REMOVE method will not remove the key or data from the hash object. An error message is issued.

## Details

The REMOVE method deletes both the key and the data from the hash object.

You can use the REMOVE method in one of two ways to remove the key and data in a hash object.

You can specify the key, and then use the REMOVE method as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  rc = h.add(key: 'Joyce', data: 'Ulysses');
  /* Specify the key */
  k = 'Joyce';
  /* Use the REMOVE method to remove the key and data */
  rc = h.remove();
  if (rc = 0) then
    put 'Key and data removed from the hash object.';
run;
```

Alternatively, you can use a shortcut and specify the key directly in the REMOVE method call as shown in the following code:

```
data _null_;
  length k $8;
  length d $12;
  if _N_ = 1 then do;
    declare hash h();
    rc = h.defineKey('k');
    rc = h.defineData('d');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(k, d);
  end;
  rc = h.add(key: 'Joyce', data: 'Ulysses');
  rc = h.add(key: 'Homer', data: 'Iliad');
  /* Specify the key in the REMOVE method parameter */
  rc = h.remove(key: 'Homer');
  if (rc = 0) then
    put 'Key and data removed from the hash object.';
run;
```

*Note:* The REMOVE method does not modify the value of data variables. It only removes the value in the hash object.



*Note:* If you specify `multidata:'y'` in the hash object constructor, the REMOVE method will remove all data items for the specified key.

## Example: Removing a Key in the Hash Table

This example illustrates how to remove a key in the hash table.

```
/* Generate test data */
data x;
  do k = 65 to 70;
    d = byte (k);
    output;
  end;
run;
data _null_;
  length k 8 d $1;
  /* define the hash table and iterator */
  declare hash H (dataset:'x', ordered:'a');
  H.defineKey ('k');
  H.defineData ('k', 'd');
  H.defineDone ();
  call missing (k,d);
  declare hiter HI ('H');
  /* Use this logic to remove a key in the hash table
  when an iterator is pointing to that key */
  do while (hi.next() = 0);
    if flag then rc=h.remove(key:key);
    if d = 'C' then do;
      key=k;
      flag=1;
    end;
  end;
rc = h.output(dataset: 'work.out');
stop;
run;
proc print;
run;
```

The following output shows that the key and data for the third object (key=67, data=C) is deleted.

**Output 2.3** Key and Data Removed from Output

**The SAS System**

Obs	k	d
1	65	A
2	66	B
3	68	D
4	69	E
5	70	F

### See Also

- “Replacing and Removing Data in the Hash Object” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- “ADD Method” on page 5
- “DEFINEKEY Method” on page 20
- “REMOVEDUP Method” on page 54

---

## REMOVEDUP Method

Removes the data that is associated with the specified key's current data item from the hash object.

**Applies to:** Hash object

---

### Syntax

```
rc=object.REMOVEDUP(<KEY: keyvalue-1, ...KEY: keyvalue-n>);
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**KEY:** *keyvalue*

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call.

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

**Restriction:** If an associated hash iterator is pointing to the *keyvalue*, then the REMOVEDUP method will not remove the key or data from the hash object. An error message is issued.

## Details

The REMOVEDUP method deletes both the key and the data from the hash object.

You can use the REMOVEDUP method in one of two ways to remove the key and data in a hash object. You can specify the key, and then use the REMOVEDUP method. Alternatively, you can use a shortcut and specify the key directly in the REMOVEDUP method call.

*Note:* The REMOVEDUP method does not modify the value of data variables. It only removes the value in the hash object.

*Note:* If only one data item is in the key's data item list, the key and data will be removed from the hash object.

## Comparisons

The REMOVEDUP method removes the data that is associated with the specified key's current data item from the hash object. The REMOVE method removes the data that is associated with the specified key from the hash object.

## Example: Removing Duplicate Items in Keys

This example creates a hash object where several keys have multiple data items. The last data item in the key is removed.

```
data testdup;
  length key data 8;
  input key data;
  datalines;
1 10
2 11
1 15
3 20
2 16
2 9
3 100
5 5
1 5
4 6
5 99
;
data _null_;
  length r 8;
  dcl hash h(dataset:'testdup', multidata: 'y', ordered: 'y');
  h.definekey('key');
  h.definedata('key', 'data');
  h.definedone();
  call missing (key, data);
  do key = 1 to 5;
    rc = h.find();
    if (rc = 0) then do;
```

```

        h.has_next(result: r);
        if (r ne 0) then do;
            h.find_next();
            h.removedup();
        end;
    end;
end;
dcl hiter i('h');
rc = i.first();
do while (rc = 0);
    put key= data=;
    rc = i.next();
end;
run;

```

The following lines are written to the SAS log.

```

key=1 data=10
key=1 data=5
key=2 data=11
key=2 data=9
key=3 data=20
key=4 data=6
key=5 data=5

```

## See Also

- “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“REMOVE Method” on page 51](#)

---

## REPLACE Method

Replaces the data that is associated with the specified key with new data.

**Applies to:** Hash object

---

### Syntax

```
rc=object.REPLACE(<<KEY: keyvalue-1>, ...<KEY: keyvalue-n>, <DATA: datavalue-1>, ...<DATA: datavalue-n>>);
```

### Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**KEY: *keyvalue***

specifies the key value whose type must match the corresponding key variable that is specified in a DEFINEKEY method call.

The number of “KEY: *keyvalue*” pairs depends on the number of key variables that you define by using the DEFINEKEY method.

**DATA: *datavalue***

specifies the data value whose type must match the corresponding data variable that is specified in a DEFINEDATA method call.

The number of “DATA: *datavalue*” pairs depends on the number of data variables that you define by using the DEFINEDATA method.

**Details**

You can use the REPLACE method in one of two ways to replace data in a hash object.

You can define the key and data item, and then use the REPLACE method as shown in the following code. In this example the data for the key 'Rottwlr' is changed from '1st' to '2nd'.

```
data work.show;
    input brd $1-10 plc $12-14;
datalines;
Terrier    2nd
LabRetr    3rd
Rottwlr    1st
Collie     bis
ChinsCrstd 2nd
Newfnlnd   3rd
;

proc print data=work.show;
    title 'SHOW Data Set Before Replace';
run;

data _null_;
    length brd $12;
    length plc $8;
    if _N_ = 1 then do;
        declare hash h(dataset: 'work.show');
        rc = h.defineKey('brd');
        rc = h.defineData('plc');
        rc = h.defineDone();
    end;
    /* Specify the key and new data value */
    brd = 'Rottwlr';
    plc = '2nd';
    /* Call the REPLACE method to replace the data value */
    rc = h.replace();
run;

proc print data=work.show;
    title 'SHOW Data Set After Replace';
run;
```

Alternatively, you can use a shortcut and specify the key and data directly in the REPLACE method call as shown in the following code:

```

data work.show;
  input brd $1-10 plc $12-14;
datalines;
Terrier    2nd
LabRetr    3rd
Rottwlr    1st
Collie     bis
ChinsCrstd 2nd
Newfnlnd   3rd
;
data _null_;
  length brd $12;
  length plc $8;
  if _N_ = 1 then do;
    declare hash h(dataset: 'work.show');
    rc = h.defineKey('brd');
    rc = h.defineData('plc');
    rc = h.defineDone();
    /* avoid uninitialized variable notes */
    call missing(brd, plc);
  end;
  /* Specify the key and new data value in the REPLACE method */
  rc = h.replace(key: 'Rottwlr', data: '2nd');
run;

```

*Note:* If you call the REPLACE method and the key is not found, then the key and data are added to the hash object.

*Note:* The REPLACE method does not replace the value of the data variable with the value of the data item. It only replaces the value in the hash object.

## Comparisons

The REPLACE method replaces the data that is associated with the specified key with new data. The REPLACEDUP method replaces the data that is associated with the current key's current data item with new data.

## See Also

- “Replacing and Removing Data in the Hash Object” in Chapter 22 of *SAS Language Reference: Concepts*

### Methods:

- [“DEFINEDATA Method” on page 17](#)
- [“DEFINEKEY Method” on page 20](#)
- [“REPLACEDUP Method” on page 58](#)

---

## REPLACEDUP Method

Replaces the data that is associated with the current key's current data item with new data.

**Applies to:** Hash object

---

## Syntax

```
rc=object.REPLACEDUP(<DATA: datavalue-1, ...DATA: datavalue-n>);
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**DATA: *datavalue***

specifies the data value whose type must match the corresponding data variable that is specified in a DEFINEDATA method call.

The number of “DATA: *datavalue*” pairs depends on the number of data variables that you define by using the DEFINEDATA method for the current key.

## Details

You can use the REPLACEDUP method in one of two ways to replace data in a hash object.

You can define the data item, and then use the REPLACEDUP method. Alternatively, you can use a shortcut and specify the data directly in the REPLACEDUP method call.

*Note:* If you call the REPLACEDUP method and the key is not found, then the key and data are added to the hash object.

*Note:* The REPLACEDUP method does not replace the value of the data variable with the value of the data item. It only replaces the value in the hash object.

## Comparisons

The REPLACEDUP method replaces the data that is associated with the current key's current data item with new data. The REPLACE method replaces the data that is associated with the specified key with new data.

## Example: Replacing Data in the Current Key

This example creates a hash object where several keys have multiple data items. When a duplicate data item is found, 300 is added to the value of the data item.

```
data testdup;
  length key data 8;
  input key data;
  datalines;
1 10
2 11
1 15
3 20
2 16
2 9
3 100
5 5
```

```

1 5
4 6
5 99
;
data _null_;
  length r 8;
  dcl hash h(dataset:'testdup', multidata: 'y', ordered: 'y');
  h.definekey('key');
  h.definedata('key', 'data');
  h.definedone();
  call missing (key, data);
  do key = 1 to 5;
    rc = h.find();
    if (rc = 0) then do;
      put key= data=;
      h.has_next(result: r);
      do while(r ne 0);
        rc = h.find_next();
        put 'dup ' key= data=;
        data = data + 300;
        rc = h.replacedup();
        h.has_next(result: r);
      end;
    end;
  end;
  put 'iterating...';
  dcl hiter i('h');
  rc = i.first();
  do while (rc = 0);
    put key= data=;
    rc = i.next();
  end;
run;

```

The following lines are written to the SAS log.

```

key=1 data=10
dup key=1 15
dup key=1 5
key=2 data=11
dup key=2 16
dup key=2 9
key=3 data=20
dup key=3 100
key=4 data=6
key=5 data=5
dup key=5 99
iterating...
key=1 data=10
key=1 data=315
key=1 data=305
key=2 data=11
key=2 data=316
key=2 data=309
key=3 data=20
key=3 data=400
key=4 data=6
key=5 data=5
key=5 data=399

```



## See Also

- “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

## Methods:

- [“REPLACE Method” on page 56](#)

---

## SETCUR Method

Specifies a starting key item for iteration.

**Applies to:** Hash iterator object

---

## Syntax

```
rc=object.SETCUR(KEY: 'keyvalue-1'<, ...KEY: 'keyvalue-n'> );
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash iterator object.

**KEY: '*keyvalue*'**

specifies a key value as the starting key for the iteration.

## Details

The hash iterator enables you to start iteration on any item in the hash object. The SETCUR method sets the starting key for iteration. You use the KEY option to specify the starting item.

## Example: Specifying the Starting Key Item

The following example creates a data set that contains astronomical data. You want to start iteration at RA= 18 31.6 instead of the first or last items. The data is loaded into a hash object and the SETCUR method is used to start the iteration. Because the *ordered* argument tag was set to YES, note that the output is sorted in ascending order.

```
data work.astro;
input obj $1-4 ra $6-12 dec $14-19;
datalines;
M31 00 42.7 +41 16
M71 19 53.8 +18 47
M51 13 29.9 +47 12
M98 12 13.8 +14 54
M13 16 41.7 +36 28
M39 21 32.2 +48 26
```

```

M81 09 55.6 +69 04
M100 12 22.9 +15 49
M41 06 46.0 -20 44
M44 08 40.1 +19 59
M10 16 57.1 -04 06
M57 18 53.6 +33 02
M3 13 42.2 +28 23
M22 18 36.4 -23 54
M23 17 56.8 -19 01
M49 12 29.8 +08 00
M68 12 39.5 -26 45
M17 18 20.8 -16 11
M14 17 37.6 -03 15
M29 20 23.9 +38 32
M34 02 42.0 +42 47
M82 09 55.8 +69 41
M59 12 42.0 +11 39
M74 01 36.7 +15 47
M25 18 31.6 -19 15
;

```

The following code sets the starting key for iteration to '18 31.6':

```

data _null_;
length obj $10;
length ra $10;
length dec $10;
declare hash myhash(hashexp: 4, dataset:"work.astro", ordered:"yes");

declare hiter iter('myhash');
myhash.defineKey('ra');
myhash.defineData('obj', 'ra');
myhash.defineDone();
call missing (ra, obj, dec);
rc = iter.setcur(key: '18 31.6');
do while (rc = 0);
put obj= ra=;
rc = iter.next();
end;
run;

```

The following lines are written to the SAS log.

```

obj=M25 ra=18 31.6
obj=M22 ra=18 36.4
obj=M57 ra=18 53.6
obj=M71 ra=19 53.8
obj=M29 ra=20 23.9
obj=M39 ra=21 32.2

```

You can use the FIRST method or the LAST method to start iteration on the first item or the last item, respectively.

## See Also

- “Using the Hash Iterator Object ” in Chapter 22 of *SAS Language Reference: Concepts*

**Methods:**

- “FIRST Method” on page 29
- “LAST Method” on page 35

**Operators:**

- “\_NEW\_ Operator, Hash or Hash Iterator Object” on page 36

**Statements:**

- “DECLARE Statement, Hash and Hash Iterator Objects” on page 10

---

## SUM Method

Retrieves the summary value for a given key from the hash table and stores the value in a DATA step variable.

**Applies to:** Hash object

---

### Syntax

```
rc=object.SUM(SUM: variable-name);
```

### Required Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, then an appropriate error message is written to the log.

*object*

specifies the name of the hash object.

**SUM:** *variable-name*

specifies a DATA step variable that stores the current summary value of a given key.

### Details

You use the SUM method to retrieve key summaries from the hash object. For more information, see “Maintaining Key Summaries” in Chapter 22 of *SAS Language Reference: Concepts*.

### Comparisons

The SUM method retrieves the summary value for a given key when only one data item exists per key. The SUMDUP method retrieves the summary value for the current data item of the current key when more than one data item exists for a key.

### Example: Retrieving the Key Summary for a Given Key

The following example uses the SUM method to retrieve the key summary for each given key, K=99 and K=100.

```

k = 99;
count = 1;
h.add();
/* key=99 summary is now 1 */
k = 100;
h.add();
/* key=100 summary is now 1 */
k = 99;
h.find();
/* key=99 summary is now 2 */
count = 2;
h.find();
/* key=99 summary is now 4 */
k = 100;
h.find();
/* key=100 summary is now 3 */
h.sum(sum: total);
put 'total for key 100 = ' total;
k = 99;
h.sum(sum:total);
put 'total for key 99 = ' total;
run;

```

The first PUT statement prints the summary for k=100:

```
total for key 100 = 3
```

The second PUT statement prints the summary for k=99:

```
total for key 99 = 4
```

## See Also

### Methods:

- [“ADD Method” on page 5](#)
- [“FIND Method” on page 24](#)
- [“CHECK Method” on page 7](#)
- [“REF Method” on page 49](#)
- [“SUMDUP Method” on page 64](#)

### Operators:

- [“\\_NEW\\_ Operator, Hash or Hash Iterator Object” on page 36](#)

### Statements:

- [“DECLARE Statement, Hash and Hash Iterator Objects” on page 10](#)

---

## SUMDUP Method

Retrieves the summary value for the current data item of the current key and stores the value in a DATA step variable.

**Applies to:** Hash object

## Syntax

```
rc=object.SUMDUP(SUM: variable-name);
```

## Arguments

*rc*

specifies whether the method succeeded or failed.

A return code of zero indicates success; a nonzero value indicates failure. If you do not supply a return code variable for the method call and the method fails, an appropriate error message is printed to the log.

*object*

specifies the name of the hash object.

SUM: *variable-name*

specifies a DATA step variable that stores the summary value for the current data item of the current key.

## Details

You use the SUMDUP method to retrieve key summaries from the hash object when a key has multiple data items. For more information, see “Maintaining Key Summaries” in Chapter 22 of *SAS Language Reference: Concepts*.

## Comparisons

The SUMDUP method retrieves the summary value for the current data item of the current key when more than one data item exists for a key. The SUM method retrieves the summary value for a given key when only one data item exists per key.

## Example: Retrieving a Summary Value

The following example uses the SUMDUP method to retrieve the summary value for the current data item. It also illustrates that it is possible to loop backward through the list by using the HAS\_PREV and FIND\_PREV methods. The FIND\_PREV method works similarly to the FIND\_NEXT method with respect to the current list item except that it moves backward through the multiple item list.

```
data dup;
  length key data 8;
  input key data;
  cards;
1 10
2 11
1 15
3 20
2 16
2 9
3 100
5 5
1 5
4 6
5 99
;
```

```

data _null_;
  length r i sum 8;
  i = 0;
  dcl hash h(dataset:'dup', multidata: 'y', suminc: 'i');
  h.definekey('key');
  h.definedata('key', 'data');
  h.definedone();
  call missing (key, data);
  i = 1;
do key = 1 to 5;
  rc = h.find();
  if (rc = 0) then do;
    h.has_next(result: r);
    do while(r ne 0);
      rc = h.find_next();
      rc = h.find_prev();
      rc = h.find_next();
      h.has_next(result: r);
    end;
  end;
end;
i = 0;
do key = 1 to 5;
  rc = h.find();
  if (rc = 0) then do;
    h.sum(sum: sum);
    put key= data= sum=;
    h.has_next(result: r);
    do while(r ne 0);
      rc = h.find_next();
      h.sumdup(sum: sum);
      put 'dup ' key= data= sum=;
      h.has_next(result: r);
    end;
  end;
end;
end;
run;

```

The following lines are written to the SAS log.

```

key=1 data=10 sum=2
dup key=1 data=15 sum=3
dup key=1 data=5 sum=2
key=2 data=11 sum=2
dup key=2 data=16 sum=3
dup key=2 data=9 sum=2
key=3 data=20 sum=2
dup key=3 data=100 sum=2
key=4 data=6 sum=1
key=5 data=5 sum=2
dup key=5 data=99 sum=2

```

To see how this works, consider the key 1, which has three data values: 10, 15, and 5 (which are stored in that order).

```

key=1 data=10 sum=2
dup key=1 data=15 sum=3
dup key=1 data=5 sum=2

```

When traveling through the data list in the loop, the key summary for 10 is set to 1 on the initial FIND method call. The first FIND\_NEXT method call sets the key summary for 5 to 1. The next FIND\_PREV method call moves back to the data value 10 and increments its key summary to 2. Finally, the last call to the FIND\_NEXT method increments the key summary for 5 to 2. The next iteration through the loop sets the key summary for 15 to 1 and the key summary for 5 to 3 (because 5 is stored before 15 in the list). Finally, the key summary for 15 is incremented to 2. This processing results in the output for key 1 as shown in Output 5.10.

Note that you do not call the HAS\_PREV method before calling the FIND\_PREV method in this example because you already know that there is a previous entry in the list. Otherwise, you would not have gotten into the loop.

This example illustrates that there is no guaranteed order for multiple data items for a given key because they all have the same key. SAS cannot sort on the key. The order in the list (10, 5, 15) does not match the order that the items were added.

Also shown here is the necessity of having special methods for some duplicate operations (in this case, the SUMDUP method works similarly to the SUM method by retrieving the key summary for the current list item).

## See Also

- “Non-Unique Key and Data Pairs” in Chapter 22 of *SAS Language Reference: Concepts*

## Methods:

- [“SUM Method” on page 63](#)





## Chapter 3

# Dictionary of Java Object Language Elements

---

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---

## Java Object Methods by Category

There are five categories of Java object methods.

**Table 3.1** Java Object Methods by Category

Category	Description
Deletion	enables you to delete a Java object.
Exception	enables you to gather information about and clear an exception.
Field reference	enables you to return or set the value of static and non-static instance fields of the Java object.
Method reference	enables you to access static and non-static Java methods.
Output	enables you to send the Java output to its destination immediately.

The following table provides brief descriptions of the Java object methods. For more detailed descriptions, see the dictionary entry for each method.

Category	Language elements	Description
Deletion	DELETE Method (p. 77)	Deletes the Java object.
Exception	EXCEPTIONCHECK Method (p. 77)	Determines whether an exception occurred during a method call.
	EXCEPTIONCLEAR Method (p. 79)	Clears any exception that is currently being thrown.
	EXCEPTIONDESCRIBE Method (p. 81)	Turns the exception debug logging on or off and prints exception information.
Field reference	GETtypeFIELD Method (p. 83)	Returns the value of a non-static field for a Java object.
	GETSTATICtypeFIELD Method (p. 85)	Returns the value of a static field for a Java object.
	SETtypeFIELD Method (p. 89)	Modifies the value of a non-static field for a Java object.
	SETSTATICtypeFIELD Method (p. 91)	Modifies the value of a static field for a Java object.
Method reference	CALLtypeMETHOD Method (p. 70)	Invokes an instance method on a Java object from a non-static Java method.
	CALLSTATICtypeMETHOD Method (p. 73)	Invokes an instance method on a Java object from a static Java method.
Output	FLUSHJAVAOUTPUT Method (p. 82)	Specifies that the Java output is sent to its destination.

---

## Dictionary

---

### CALLtypeMETHOD Method

Invokes an instance method on a Java object from a non-static Java method.

**Category:** Method reference

**Applies to:** Java object

---

#### Syntax

```
object.CALLtypeMETHOD ("method-name", <method-argument-1, ...method-argument-n>, <return-value>);
```

## Arguments

### *object*

specifies the name of the Java object.

### *type*

specifies the result type for the non-static Java method. The type can be one of the following values:

BOOLEAN

specifies that the result type is BOOLEAN.

BYTE

specifies that the result type is BYTE.

CHAR

specifies that the result type is CHAR.

DOUBLE

specifies that the result type is DOUBLE.

FLOAT

specifies that the result type is FLOAT.

INT

specifies that the result type is INT.

LONG

specifies that the result type is LONG.

SHORT

specifies that the result type is SHORT.

STRING

specifies that the result type is STRING.

VOID

specifies that the result type is VOID.

**See:** “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*

### *method-name*

specifies the name of the non-static Java method.

**Requirement:** The method name must be enclosed in either single or double quotation marks.

### *method-argument*

specifies the parameters to pass to the method.

### *return-value*

specifies the return value if the method returns one.

## Details

Once you instantiate a Java object, you can access any non-static Java method through method calls on the Java object by using the CALLtypeMETHOD method.

*Note:* The *type* argument represents a Java data type. For more information about how Java data types relate to SAS data types, see “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*.

## Comparisons

Use the `CALLtypeMETHOD` method for non-static Java methods. If the Java method is static, use the `CALLSTATICtypeMETHOD` method.

### Example: Setting and Retrieving Field Values

The following example creates a simple class that contains three non-static fields. The Java object `j` is instantiated, and then the field values are set and retrieved using the `CALLtypeFIELD` method.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class ttest
{
    public int i;
    public double d;
    public string s;
    public int im()
    {
        return i;
    }
    public String sm()
    {
        return s;
    }
    public double dm()
    {
        return d;
    }
}

/* DATA step code */
data _null_;
    dcl javaobj j("ttest");
    length val 8;
    length str $20;
    j.setIntField("i", 100);
    j.setDoubleField("d", 3.14159);
    j.setStringField("s", "abc");
    j.callIntMethod("im", val);
    put val=;
    j.callDoubleMethod("dm", val);
    put val=;
    j.callStringMethod("sm", str);
    put str=;
run;
```

The following lines are written to the SAS log:

```
val=100
val=3.14159
str=abc
```

## See Also

### Methods:

- [“CALLSTATICtypeMETHOD Method” on page 73](#)

---

## CALLSTATICtypeMETHOD Method

Invokes an instance method on a Java object from a static Java method.

**Category:** Method reference

**Applies to:** Java object

---

### Syntax

```
object.CALLSTATICtypeMETHOD ("method-name", <method-argument-1  
, ...method-argument-n>, <return-value>);
```

### Arguments

#### *object*

specifies the name of the Java object.

#### *type*

specifies the result type for the static Java method. The type can be one of the following values:

BOOLEAN

specifies that the result type is BOOLEAN.

BYTE

specifies that the result type is BYTE.

CHAR

specifies that the result type is CHAR.

DOUBLE

specifies that the result type is DOUBLE.

FLOAT

specifies that the result type is FLOAT.

INT

specifies that the result type is INT.

LONG

specifies that the result type is LONG.

SHORT

specifies that the result type is SHORT.

STRING

specifies that the result type is STRING.

VOID

specifies that the result type is VOID.

**See:** “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*

**method-name**

specifies the name of the static Java method.

**Requirement:** The method name must be enclosed in either single or double quotation marks.

**method-argument**

specifies the parameters to pass to the method.

**return-value**

specifies the return value if the method returns one.

**Details**

Once you instantiate a Java object, you can access any static Java method through method calls on the Java object by using the `CALLSTATICtypeMETHOD` method.

*Note:* The *type* argument represents a Java data type. For more information about how Java data types relate to SAS data types, see “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*.

**Comparisons**

Use the `CALLSTATICtypeMETHOD` method for static Java methods. If the Java method is not static, use the `CALLtypeMETHOD` method.

**Example: Setting and Retrieving Static Fields**

The following example creates a simple class that contains three static fields. The Java object `j` is instantiated, and then the field values are set and retrieved using the `CALLSTATICtypeFIELD` method.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class ttestc
{
    public static double d;
    public static double dm()
    {
        return d;
    }
}

/* DATA step code */
data x;
    declare javaobj j("ttestc");
    length d 8;
    j.SetStaticDoubleField("d", 3.14159);
    j.callStaticDoubleMethod("dm", d);
    put d=;
run;
```

The following line is written to the SAS log:

```
d=3.14159
```

**See Also****Methods:**

- [“CALLtypeMETHOD Method” on page 70](#)

---

## DECLARE Statement, Java Object

Declares a Java object; creates an instance of and initializes data for a Java object.

**Alias:** DCL

---

### Syntax

Form 1: **DECLARE JAVAOBJ** *object-reference*;

Form 2: **DECLARE JAVAOBJ** *object-reference* ("java-class", <*argument-1*, ...*argument-n*> );

### Arguments

#### *object-reference*

specifies the object reference name for the Java object.

#### *java-class*

specifies the name of the Java class to be instantiated.

#### **Requirements:**

The Java class name must be enclosed in either double or single quotation marks.

If you specify a Java package path, you must use forward slashes (/) and not periods (.) in the path. For example, an incorrect class name is

*"java.util.Hashtable"*. The correct class name is *"java/util/Hashtable"*.

#### *argument*

specifies the information that is used to create an instance of the Java object. Valid values for *argument* depend on the Java object.

**See:** [“Using the DECLARE Statement to Instantiate a Java Object \(Form 2\)” on page 76](#)

## Details

### **The Basics**

To use a DATA step component object in your SAS program, you must declare and create (instantiate) the object. The DATA step component interface provides a mechanism for accessing predefined component objects from within the DATA step.

For more information, see Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*.

### **Declaring a Java Object (Form 1)**

You use the DECLARE statement to declare a Java object.

```
declare javaobj j;
```

The DECLARE statement tells SAS that the object reference J is a Java object.

After you declare the new Java object, use the `_NEW_` operator to instantiate the object. For example, in the following line of code, the `_NEW_` operator creates the Java object and assigns it to the object reference J:

```
j = _new_ javaobj("somejavaclass");
```

**Using the DECLARE Statement to Instantiate a Java Object (Form 2)**

Instead of the two-step process of using the DECLARE statement and the `_NEW_` operator to declare and instantiate a Java object, you can use the DECLARE statement to declare and instantiate the Java object in one step. For example, in the following line of code, the DECLARE statement declares and instantiates a Java object and assigns the Java object to the object reference J:

```
declare javaobj j("somejavaclass");
```

The preceding line of code is equivalent to using the following code:

```
declare javaobj j;
j = _new_ javaobj("somejavaclass");
```

A *constructor* is a method that you can use to instantiate a component object and initialize the component object data. For example, in the following line of code, the DECLARE statement declares and instantiates a Java object and assigns the Java object to the object reference J. Note that the only required argument for a Java object constructor is the name of the Java class to be instantiated. All other arguments are constructor arguments for the Java class itself. In the following example, the Java class name, `testjavaclass`, is the constructor, and the values `100` and `.8` are constructor arguments.

```
declare javaobj j("testjavaclass", 100, .8);
```

**Comparisons**

You can use the DECLARE statement and the `_NEW_` operator, or the DECLARE statement alone to declare and instantiate an instance of a Java object.

**Examples****Example 1: Declaring and Instantiating a Java Object by Using the DECLARE Statement and the \_NEW\_ Operator**

In the following example, a simple Java class is created. The DECLARE statement and the `_NEW_` operator are used to create an instance of this class.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class simpleclass
{
    public int i;
    public double d;
}

/* DATA step code
data _null_;
    declare javaobj myjo;
    myjo = _new_ javaobj("simpleclass");
run;
```

**Example 2: Using the DECLARE Statement to Create and Instantiate a Java Object**

In the following example, a Java class is created for a hash table. The DECLARE statement is used to create and instantiate an instance of this class by specifying the



capacity and load factor. In this example, a wrapper class, **mhash**, is necessary because the DATA step's only numeric type is equivalent to the Java type DOUBLE.

```
/* Java code */
import java.util.*;
public class mhash extends Hashtable;
{
    mhash (double size, double load)
    {
        super ((int)size, (float)load);
    }
}

/* DATA step code */
data _null_;
    declare javaobj h("mhash", 100, .8);
run;
```

## See Also

- Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*

### Operators:

- [“\\_NEW\\_ Operator, Java Object” on page 87](#)

---

## DELETE Method

Deletes the Java object.

**Category:** Deletion

**Applies to:** Java object

---

## Syntax

```
object.DELETE();
```

## Arguments

*object*

specifies the name of the Java object.

## Details

DATA step component objects are deleted automatically at the end of the DATA step. If you want to reuse the object reference variable in another Java object constructor, you should delete the Java object by using the DELETE method.

If you attempt to use a Java object after you delete it, you will receive an error in the log.

---

## EXCEPTIONCHECK Method

Determines whether an exception occurred during a method call.

**Category:** Exception  
**Applies to:** Java object

---

## Syntax

*object*.EXCEPTIONCHECK(*status*);

## Arguments

### *object*

specifies the name of the Java object.

### *status*

specifies the exception status that is returned.

**Tip:** The status value that is returned by Java is of type DOUBLE, which corresponds to a SAS numeric data value.

## Details

Java exceptions are handled through the EXCEPTIONCHECK, EXCEPTIONCLEAR, and EXCEPTIONDESCRIBE methods.

The EXCEPTIONCHECK method is used to determine whether an exception occurred during a method call. Ideally, the EXCEPTIONCHECK method should be called after every call to a Java method that can throw an exception.

## Example: Checking an Exception

In the following example, the Java class contains a method that throws an exception. The DATA step calls the method and checks for an exception.

```
/* Java code */
public class a
{
    public void m() throws NullPointerException
    {
        throw new NullPointerException();
    }
}

/* DATA step code */
data _null_;
    length e 8;
    dcl javaobj j('a');
    rc = j.callvoidmethod('m');
    /* Check for exception. Value is returned in variable 'e' */
    rc = j.exceptioncheck(e);
    if (e) then
        put 'exception';
    else
        put 'no exception';
run;
```

The following line is written to the SAS log:

```
exception
```

## See Also

### Methods:

- “EXCEPTIONCLEAR Method” on page 79
- “EXCEPTIONDESCRIBE Method” on page 81

---

## EXCEPTIONCLEAR Method

Clears any exception that is currently being thrown.

**Category:** Exception

**Applies to:** Java object

---

## Syntax

*object*.EXCEPTIONCLEAR();

## Arguments

*object*

specifies the name of the Java object.

## Details

Java exceptions are handled through the EXCEPTIONCHECK, EXCEPTIONCLEAR, and EXCEPTIONDESCRIBE methods.

If you call a method that throws an exception, it is strongly recommended that you check for an exception after the call. If an exception was thrown, you should take appropriate action and then clear the exception by using the EXCEPTIONCLEAR method.

If no exception is currently being thrown, this method has no effect.

## Examples

### **Example 1: Checking and Clearing an Exception**

In the following example, the Java class contains a method that throws an exception. The method is called in the DATA step, and the exception is cleared.

```
/* Java code */
public class a
{
    public void m() throws NullPointerException
    {
        throw new NullPointerException();
    }
}

/* DATA step code */
data _null_;
    length e 8;
    dcl javaobj j('a');
```

```

rc = j.callvoidmethod('m');
/* Check for exception. Value is returned in variable 'e' */
rc = j.exceptioncheck(e);
if (e) then
  put 'exception';
else
  put 'no exception';
/* Clear the exception and check it again */
rc = j.exceptionclear( );
rc = j.exceptioncheck(e);
if (e) then
  put 'exception';
else
  put 'no exception';
run;

```

The following lines are written to the SAS log:

```

exception
no exception

```

### **Example 2: Checking for an Exception When Reading an External File**

In this example, the Java IO classes are used to read an external file from the DATA step. The Java code creates a wrapper class for `DataInputStream`, which enables you to pass a `FileInputStream` to the constructor. The wrapper is necessary because the constructor actually takes an `InputStream`, which is the parent of `FileInputStream`, and the current method lookup is not robust enough to perform the superclass lookup.

```

/* Java code */
public class myDataInputStream extends java.io.DataInputStream
{
  myDataInputStream(java.io.FileInputStream fi)
  {
    super(fi);
  }
}

```

After you create the wrapper class, you can use it to create a `DataInputStream` for an external file and read the file until the end-of-file is reached. The `EXCEPTIONCHECK` method is used to determine when the `readInt` method throws an `EOFException`, which enables you to end the input loop.

```

/* DATA step code */
data _null_;
  length d e 8;
  dcl javaobj f("java/io/File", "c:\temp\binint.txt");
  dcl javaobj fi("java/io/FileInputStream", f);
  dcl javaobj di("myDataInputStream", fi);
  do while(1);
    di.callIntMethod("readInt", d);
    di.ExceptionCheck(e);
    if (e) then
      leave;
    else
      put d=;
  end;

```

```
end;
run;
```

## See Also

### Methods:

- “EXCEPTIONCHECK Method” on page 77
- “EXCEPTIONDESCRIBE Method” on page 81

---

## EXCEPTIONDESCRIBE Method

Turns the exception debug logging on or off and prints exception information.

**Category:** Exception

**Applies to:** Java object

---

## Syntax

```
object.EXCEPTIONDESCRIBE(status);
```

## Arguments

### *object*

specifies the name of the Java object.

### *status*

specifies whether exception debug logging is on or off. The **status** argument can be one of the following values:

0

specifies that debug logging is off.

1

specifies that debug logging is on.

**Default:** 0 (off)

**Tip:** The status value that is returned by Java is of type DOUBLE, which corresponds to a SAS numeric data value.

## Details

The EXCEPTIONDESCRIBE method is used to turn exception debug logging on or off. If exception debug logging is on, exception information is printed to the JVM standard output.

*Note:* By default, JVM standard output is redirected to the SAS log.

## Example: Printing Exception Information to Standard Output

In the following example, exception information is printed to the standard output.

```
/* Java code */
public class a
```

```

    {
      public void m() throws NullPointerException
      {
        throw new NullPointerException();
      }
    }

/* DATA step code */
data _null_;
  length e 8;
  dcl javaobj j('a');
  j.exceptiondescribe(1);
  rc = j.callvoidmethod('m');
run;

```

The following lines are written to the SAS log:

```

java.lang.NullPointerException
  at a.m(a.java:5)

```

## See Also

### Methods:

- [“EXCEPTIONCHECK Method” on page 77](#)
- [“EXCEPTIONCLEAR Method” on page 79](#)

---

## FLUSHJAVAOUTPUT Method

Specifies that the Java output is sent to its destination.

**Category:** Output

**Applies to:** Java object

---

## Syntax

*object*.FLUSHJAVAOUTPUT();

## Arguments

*object*

specifies the name of the Java object.

## Details

Java output that is directed to the SAS log is flushed when the DATA step terminates. If you use the FLUSHJAVAOUTPUT method, the Java output will appear after any output that was issued while the DATA step was running.

## Example: Displaying Java Output

In the following example, the “In Java class” lines are written after the DATA step is complete.

```

/* Java code */
public class p
{
    void p()
    {
        System.out.println("In Java class");
    }
}

/* DATA step code */
data _null_;
    dcl javaobj j('p');
    do i = 1 to 3;
        j.callVoidMethod('p');
        put 'In DATA Step';
    end;
run;

```

The following lines are written to the SAS log:

```

In DATA Step
In DATA Step
In DATA Step
In Java class
In Java class
In Java class

```

If you use the FLUSHJAVAOUTPUT method, the Java output is written to the SAS log in the order of execution.

```

/* DATA step code */
data _null_;
    dcl javaobj j('p');
    do i = 1 to 3;
        j.callVoidMethod('p');
        j.flushJavaOutput();
        put 'In DATA Step';
    end;
run;

```

The following lines are written to the SAS log:

```

In Java class
In DATA Step
In Java class
In DATA Step
In Java class
In DATA Step

```

## See Also

“Java Standard Output” in Chapter 22 of *SAS Language Reference: Concepts*

---

## GETtypeFIELD Method

Returns the value of a non-static field for a Java object.

**Category:** Field reference

**Applies to:** Java object

---

## Syntax

```
object.GETtypeFIELD("field-name", value);
```

## Arguments

### *object*

specifies the name of a Java object.

### *type*

specifies the type for the Java field. The type can be one of the following values:

BOOLEAN

specifies that the field type is BOOLEAN.

BYTE

specifies that the field type is BYTE.

CHAR

specifies that the field type is CHAR.

DOUBLE

specifies that the field type is DOUBLE.

FLOAT

specifies that the field type is FLOAT.

INT

specifies that the field type is INT.

LONG

specifies that the field type is LONG.

SHORT

specifies that the field type is SHORT.

STRING

specifies that the field type is STRING.

**See:** “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*

### *field-name*

specifies the Java field name.

**Requirement:** The field name must be enclosed in either single or double quotation marks.

### *value*

specifies the name of the variable that receives the returned field value.

## Details

Once you instantiate a Java object, you can access and modify its public fields through method calls on the Java object. The GET*type*FIELD method enables you to access non-static fields.

*Note:* The *type* argument represents a Java data type. For more information about how Java data types relate to SAS data types, see “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*.



## Comparisons

The `GETtypeFIELD` method returns the value of a non-static field for a Java object. To return the value of a static field, use the `GETSTATICtypeFIELD` method.

## Example: Retrieving the Value of a Non-Static Field

The following example creates a simple class that contains three non-static fields. The Java object `j` is instantiated, and then the field values are modified and retrieved using the `GETtypeFIELD` method.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class ttest
{
    public int i;
    public double d;
    public string s;
}

/* DATA step code */
data _null_;
    dcl javaobj j("ttest");
    length val 8;
    length str $20;
    j.setIntField("i", 100);
    j.setDoubleField("d", 3.14159);
    j.setStringField("s", "abc");
    j.getIntField("i", val);
    put val=;
    j.getDoubleField("d", val);
    put val=;
    j.getStringField("s", str);
    put str=;
run;
```

The following lines are written to the SAS log:

```
val=100
val=3.14159
str=abc
```

## See Also

### Methods:

- [“GETSTATICtypeFIELD Method” on page 85](#)
- [“SETtypeFIELD Method” on page 89](#)

---

## GETSTATICtypeFIELD Method

Returns the value of a static field for a Java object.

**Category:** Field reference

**Applies to:** Java object

---

## Syntax

```
object.GETSTATICtypeFIELD("field-name", value);
```

## Arguments

### *object*

specifies the name of a Java object.

### *type*

specifies the type for the Java field. The type can be one of the following values:

BOOLEAN

specifies that the field type is BOOLEAN.

BYTE

specifies that the field type is BYTE.

CHAR

specifies that the field type is CHAR.

DOUBLE

specifies that the field type is DOUBLE.

FLOAT

specifies that the field type is FLOAT.

INT

specifies that the field type is INT.

LONG

specifies that the field type is LONG.

SHORT

specifies that the field type is SHORT.

STRING

specifies that the field type is STRING.

**See:** “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*

### *field-name*

specifies the Java field name.

**Requirement:** The field name must be enclosed in either single or double quotation marks.

### *value*

specifies the name of the variable that receives the returned field value.

## Details

Once you instantiate a Java object, you can access and modify its public fields through method calls on the Java object. The GETSTATIC*type*FIELD method enables you to access static fields.

*Note:* The *type* argument represents a Java data type. For more information about how Java data types relate to SAS data types, see “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*.

## Comparisons

The `GETSTATICtypeFIELD` method returns the value of a static field for a Java object. To return the value of a non-static field, use the `GETtypeFIELD` method.

### Example: Retrieving the Value of a Static Field

The following example creates a simple class that contains three static fields. The Java object `j` is instantiated, and then the field values are set and retrieved using the `GETSTATICtypeFIELD` method.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class ttest
{
    public int i;
    public double d;
    public string s;
}

/* DATA step code */
data _null_;
    dcl javaobj j("ttest");
    length val 8;
    length str $20;
    j.setStaticIntField("i", 100);
    j.setStaticDoubleField("d", 3.14159);
    j.setStaticStringField("s", "abc");
    j.getStaticIntField("i", val);
    put val=;
    j.getStaticDoubleField("d", val);
    put val=;
    j.getStaticStringField("s", str);
    put str=;
run;
```

The following lines are written to the SAS log:

```
val=100
val=3.14159
str=abc
```

## See Also

### Methods:

- [“GETtypeFIELD Method” on page 83](#)
- [“SETSTATICtypeFIELD Method” on page 91](#)

---

## **`_NEW_` Operator, Java Object**

Creates an instance of a Java object.

**Valid in:** DATA step

**Applies to:** Java object

---

## Syntax

```
object-reference = _NEW_ JAVAOBJ ("java-class", <argument-1, ...argument-n> );
```

## Arguments

### *object-reference*

specifies the object reference name for the Java object.

### *java-class*

specifies the name of the Java class to be instantiated.

**Requirement:** The Java class name must be enclosed in either single or double quotation marks.

### *argument*

specifies the information that is used to create an instance of the Java object. Valid values for *argument* depend on the Java object.

## Details

To use a DATA step component object in your SAS program, you must declare and create (instantiate) the object. The DATA step component interface provides a mechanism for accessing the predefined component objects from within the DATA step.

If you use the **\_NEW\_** operator to instantiate the Java object, you must first use the **DECLARE** statement to declare the Java object. For example, in the following lines of code, the **DECLARE** statement tells SAS that the object reference **J** is a Java object. The **\_NEW\_** operator creates the Java object and assigns it to the object reference **J**.

```
declare javaobj j;
j = _new_ javaobj("somejavaclass" );
```

*Note:* You can use the **DECLARE** statement to declare and instantiate a Java object in one step.

A constructor is a method that is used to instantiate a component object and to initialize the component object data. For example, in the following lines of code, the **\_NEW\_** operator instantiates a Java object and assigns it to the object reference **J**. Note that the only required argument for a Java object constructor is the name of the Java class to be instantiated. All other arguments are constructor arguments for the Java class itself. In the following example, the Java class name, **testjavaclass**, is the constructor, and the values **100** and **.8** are constructor arguments.

```
declare javaobj j;
j = _new_ javaobj("testjavaclass", 100, .8);
```

For more information about the predefined DATA step component objects and constructors, see Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*.

## Comparisons

You can use the **DECLARE** statement and the **\_NEW\_** operator, or the **DECLARE** statement alone to declare and instantiate an instance of a Java object.

## Example: Using the \_NEW\_ Operator to Instantiate and Initialize a Java Class

In the following example, a Java class is created for a hash table. The `_NEW_` operator is used to create and instantiate an instance of this class by specifying the capacity and load factor. In this example, a wrapper class, `mhash`, is necessary because the DATA step's only numeric type is equivalent to the Java type `DOUBLE`.

```
/* Java code */
import java.util.*;
public class mhash extends Hashtable;
{
    mhash (double size, double load)
    {
        super ((int)size, (float)load);
    }
}

/* DATA step code */
data _null_;
    declare javaobj h;
    h = _new_ javaobj ("mhash", 100, .8);
run;
```

### See Also

- Chapter 22, “Using DATA Step Component Objects,” in *SAS Language Reference: Concepts*

### Statements:

- [“DECLARE Statement, Java Object” on page 75](#)

---

## SETtypeFIELD Method

Modifies the value of a non-static field for a Java object.

**Category:** Field reference

**Applies to:** Java object

---

### Syntax

```
object.SETtypeFIELD(field-name, value);
```

### Arguments

#### *object*

specifies the name of a Java object.

#### *type*

specifies the type for the Java field. The type can be one of the following values:

`BOOLEAN`

specifies that the field type is `BOOLEAN`.

**BYTE**

specifies that the field type is BYTE.

**CHAR**

specifies that the field type is CHAR.

**DOUBLE**

specifies that the field type is DOUBLE.

**FLOAT**

specifies that the field type is FLOAT.

**INT**

specifies that the field type is INT.

**LONG**

specifies that the field type is LONG.

**SHORT**

specifies that the field type is SHORT.

**STRING**

specifies that the field type is STRING.

**See:** “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts****field-name***

specifies the Java field name.

**Requirement:** The field name must be enclosed in either single or double quotation marks.***value***

specifies the value for the field.

**Details**

Once you instantiate a Java object, you can access and modify its public fields through method calls on the Java object. The `SETtypeFIELD` method enables you to modify non-static fields.

*Note:* The *type* argument represents a Java data type. For more information about how Java data types relate to SAS data types, see “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*.

**Comparisons**

The `SETtypeFIELD` method modifies the value of a non-static field for a Java object. To modify the value of a static field, use the `SETSTATICtypeFIELD` method.

**Example: Creating a Java Class with Non-Static Fields**

The following example creates a simple class that contains three non-static fields. The Java object `j` is instantiated, the field values are set using the `SETtypeFIELD` method, and then the field values are retrieved.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class ttest
{
    public int i;
    public double d;
```

```

        public string s;
    }
}

/* DATA step code */
data _null_;
    dcl javaobj j("ttest");
    length val 8;
    length str $20;
    j.setIntField("i", 100);
    j.setDoubleField("d", 3.14159);
    j.setStringField("s", "abc");
    j.getIntField("i", val);
    put val=;
    j.getDoubleField("d", val);
    put val=;
    j.getStringField("s", str);
    put str=;
run;

```

The following lines are written to the SAS log:

```

val=100
val=3.14159
str=abc

```

## See Also

### Methods:

- [“GETtypeFIELD Method” on page 83](#)
- [“SETSTATICtypeFIELD Method” on page 91](#)

---

## SETSTATICtypeFIELD Method

Modifies the value of a static field for a Java object.

**Category:** Field reference

**Applies to:** Java object

---

### Syntax

```
object.SETSTATICtypeFIELD("field-name", value);
```

### Arguments

#### *object*

specifies the name of a Java object.

#### *type*

specifies the type for the Java field. The type can be one of the following values:

BOOLEAN

specifies that the field type is BOOLEAN.

**BYTE**

specifies that the field type is BYTE.

**CHAR**

specifies that the field type is CHAR.

**DOUBLE**

specifies that the field type is DOUBLE.

**FLOAT**

specifies that the field type is FLOAT.

**INT**

specifies that the field type is INT.

**LONG**

specifies that the field type is LONG.

**SHORT**

specifies that the field type is SHORT.

**STRING**

specifies that the field type is STRING.

**See:** “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts****field-name***

specifies the Java field name.

**Requirement:** The field name must be enclosed in either single or double quotation marks.***value***

specifies the value for the field.

**Details**

Once you instantiate a Java object, you can access and modify its public fields through method calls on the Java object. The `SETSTATICtypeFIELD` method enables you to modify static fields.

*Note:* The *type* argument represents a Java data type. For more information about how Java data types relate to SAS data types, see “Type Issues” in Chapter 22 of *SAS Language Reference: Concepts*.

**Comparisons**

The `SETSTATICtypeFIELD` method modifies the value of a static field for a Java object. To modify the value of a non-static field, use the `SETtypeFIELD` method.

**Example: Creating a Java Class with Static Fields**

The following example creates a simple class that contains three static fields. The Java object `j` is instantiated, the field values are set using the `SETSTATICtypeFIELD` method, and then the field values are retrieved.

```
/* Java code */
import java.util.*;
import java.lang.*;
public class ttestc
{
    public static double d;
    public static double dm()
```



```
    {  
        return d;  
    }  
}  
  
/* DATA step code */  
data _null_;  
    dcl javaobj j("ttest");  
    length val 8;  
    length str $20;  
    j.setStaticIntField("i", 100);  
    j.setStaticDoubleField("d", 3.14159);  
    j.setStaticStringField("s", "abc");  
    j.getStaticIntField("i", val);  
    put val=;  
    j.getStaticDoubleField("d", val);  
    put val=;  
    j.getStaticStringField("s", str);  
    put str=;  
run;
```

The following lines are written to the SAS log:

```
val=100  
val=3.14159  
str=abc
```

## See Also

### Methods:

- [“GETSTATICtypeFIELD Method”](#) on page 85
- [“SETtypeFIELD Method”](#) on page 89



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---

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