CODE4

PURPOSE
Generate a quartile coded variable.

DESCRIPTION
The data are coded as follows:

<table>
<thead>
<tr>
<th>PERCENTILE</th>
<th>CODE</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 &lt;= x &lt;= 25</td>
<td>1</td>
</tr>
<tr>
<td>25 &lt; x &lt;= 50</td>
<td>2</td>
</tr>
<tr>
<td>50 &lt; x &lt;= 75</td>
<td>3</td>
</tr>
<tr>
<td>75 &lt; x &lt;= 100</td>
<td>4</td>
</tr>
</tbody>
</table>

SYNTAX
LET <xprime> = CODE4 <x1> <SUBSET/EXCEPT/FOR qualification>

where <x1> is a response variable;
<xprime> is a variable of the same length as <x1> where the coded values are saved;
and where the <SUBSET/EXCEPT/FOR qualification> is optional.

EXAMPLES
LET XPRIME = CODE4 X1

NOTE
If the response variable contains all distinct values, then the coded values will be equally split among 1, 2, 3, and 4. However, if the response variable contains a large number of ties, this may not be true. For example, in the program below no values are coded as 3.

DEFAULT
None

SYNONYMS
None

RELATED COMMANDS
COCODE = Generate a cocoded variable.
CODE = Generate a coded variable.
CODE2 = Generate a binary coded variable.
CODE8 = Generate an octal coded variable.
CODEH = Generate a hinge coded variable.

APPLICATIONS
Data transformations

IMPLEMENTATION DATE
Pre-1987

PROGRAM
LET X1 = DATA 12 15 4 12 12 4 15 4 15
LET XPRIME = CODE4 X1

The variable XPRIME will contain the values 2, 4, 1, 2, 1, 4, 1, 4.