CODE8

PURPOSE

Generate an octile 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;= 12.5</td>
<td>1</td>
</tr>
<tr>
<td>12.5 &lt; x &lt;= 25.0</td>
<td>2</td>
</tr>
<tr>
<td>25.0 &lt; x &lt;= 37.5</td>
<td>3</td>
</tr>
<tr>
<td>37.5 &lt; x &lt;= 50.0</td>
<td>4</td>
</tr>
<tr>
<td>50.0 &lt; x &lt;= 62.5</td>
<td>5</td>
</tr>
<tr>
<td>62.5 &lt; x &lt;= 75.0</td>
<td>6</td>
</tr>
<tr>
<td>75.0 &lt; x &lt;= 87.5</td>
<td>7</td>
</tr>
<tr>
<td>87.5 &lt; x &lt;= 100.0</td>
<td>8</td>
</tr>
</tbody>
</table>

SYNTAX

LET <xprime> = CODE8 <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 = CODE8 X1

DEFAULT

None

SYNONYMS

None

RELATED COMMANDS

COCODE = Generate a cocoded variable.
CODE = Generate a coded variable.
CODE2 = Generate a binary coded variable.
CODE4 = Generate an quartile coded variable.
CODEH = Generate a hinge coded variable.

APPLICATIONS

Data transformations

IMPLEMENTATION DATE

Pre-1987

PROGRAM

LET X1 = NORMAL RANDOM NUMBERS FOR I = 1 1 100
LET XPRIME = CODE8 X1