
SAS Programming - 2

1. Use PROC CONTENTS to display the data descriptor for the data set Heart in the Sashelp library. Run it again with the VARNUM procedure option (remember, you place procedure options between the procedure name and the semicolon).
2. Create a new, temporary SAS data set called Heart_Vars from the data set Heart in the Sashelp library. Include the variables BP_Status, Chol_Status, Systolic, Diastolic, and Status. Use a KEEP= data set option on the Heart data set to do this. Hint: First, click on the **My Libraries** tab and then expand the list of the data sets in Sashelp. Next, hold the Ctrl key down and select the requested variables in the order they are listed in this problem. Finally, right-click on any of the marked files and then drag the list to your code.
3. Repeat Problem 2 except make the data set Heart_Vars a permanent data set in your myfolders folder.
4. Create a temporary SAS data set called Alive from the data set Heart in the Sashelp library. This data set should contain the variables BP_Status, Chol_Status, Systolic, and Diastolic. Use a WHERE= data set option to select only those observations where Status is equal to 'Alive'. Use the data set option (OBS=10) with PROC PRINT to list the Alive data set, like this:

```
proc print data=Alive(obs=10);
```

Hint: You will need to include the variable Status in the KEEP= data set option because you need this variable to use in your WHERE= data set option. Use a DROP statement to drop Status so that it is not included in the Heart_Vars data set.

5. (Advanced) Create a folder on your hard drive. Open your virtual machine and create a shared folder called Sasdata associated with this location. Open SAS Studio and write the statements necessary to create a permanent SAS data set called Young_Males in the Sasdata library. Use as input the Sashelp data set Class and select only those observations where Gender is equal to 'M' and Age is 11 or 12.
6. What's wrong with this program?
 1. data New;
 2. set SASHELP.Fish(keep Species Weight);
 3. Wt_Kg = Weight/2.2;
 4. *Note: 1 Kg = 2.2 Lbs *;
 5. run;