How your program syntax can look like

syntax

argument (with or without squared brackets)

type	options
-	
varlist	
varname	min=#; max=#; fv; ts; numeric/string/str#/strL; generate (only for newvar*)
newvarlist	
newvarname	generals (em, se mema, ,
namelist	local; min=#; max=#
name	
anything	

specifier (with or without squared brackets)

type	options
-	
if	/
in	/
using	/
fweight aweight pweight iweight	/
=exp	=/exp

OPTion

(with or without squared brackets; specifications - if used - in normal brackets)

type	options
integer	#
real	#
numlist	int; >#; >=#; <#; <=#; min=#; max=#; sort
varname/varlist	numeric/string; min=#; max=#; fv; ts
name/namelist	local; min=#; max=#
string	asis
passthru	

Notes:

- This list is not complete. See the pdf-manual (accessible via the "syntax" help file) for more.
- Squared brackets make a phrase optional.
- You can only specify up to ONE argument (but as many options as you like).
- Using "/" after "if", "in", "using" or "weight" changes how the information is stored in the local. For expressions, specify "=/exp" instead.
- You can name the options as you like (if it is local compatible), but the locals which store the input from an option are called the same as the option.
- With "integer" and "real", you can specify default values (this is what # stands for).
- Sometimes, it makes sense to specify "name" instead of "string": It only allows strings which could be used as names for objects such as matrices. In other words, only one element, no special characters etc. Plus, you can specify min & max.

Example

allows the option root with an integer, otherwise accepts no argument (there is nothing between takes the integer 2 as default, and stores the input syntax and the comma except for if/in/using) in the local 'root' "in" optional, stores the phrase in local 'in' without the word "in" syntax [if] [in/], RUNning(varlist numeric) [root(integer 2)] "if" optional, stores the phrase in local 'if' with the word "if"

requires the option running (abbrev. run), but only with numeric variables, and stores the input in the local `running'