Building Reusable Programs as Includes or Macros
Ronald J. Fehd, SAS-L's macro maven
Centers for Disease Control, and Prevention, Atlanta GA USA

ABSTRACT
Writing a program entails considerable investment of time spent in research, development and testing. By examining project programs with a critical eye one can identify programs with similar functionality, i.e. one can recognize a pattern. This paper examines the steps in developing reusable programs. Topics include guidelines for identifying parameters and the development, testing and documentation cycles. Development examples include code from proc freq, the import wizard, and Enterprise Guide. Benefits of developing a library of reusable programs include: faster development time for new programs, because they are shorter and time spent testing is reduced; programs with reusable components (routines or subroutines) are well-documented and easy to read, which promotes their reuse. Expected audience is intermediate to advanced users and macro programmers.

Keywords: documentation, include, macro, parameter, readability, reuse, routine, subroutine, testing.