Fast track Excel VBA

3 day training course







Course contents

This course will cover the following topics. Those marked with (*) will be covered if time allows.

From our Excel VBA macros course

Recording macros and buttons

- Absolute and relative recording
- Where macros can be stored
- Assigning macros to buttons

Selecting cells

- Selecting cells (absolute)
- Selecting cells (relative)
- Selecting to the end of a block
- Selecting a range by its corners

The VB code editor

- Using Project Explorer
- Creating modules
- Basic subroutines and comments

Messages and variables

- Input boxes and message boxes
- Declaring variables
- Option Explicit
- Scope of variables
- Constants

Visual Basic explained

- The Excel object model
- Objects and collections
- Methods and properties
- Getting help in VBA

Loops and conditions

- Simple IF conditions
- Multiple IF and SELECT / CASE
- Three main types of loop

Looping over collections

- Object variables
- Looping over collections

Event handling

- Assigning macros to events
- Cancelling events

Functions

- Declaring functions
- Passing arguments

Debugging and error handling

- Setting breakpoints
- Stepping through macros
- ON ERROR statements

Forms

- Drawing forms
- Attaching macros to controls
- Validating form input

Wise Owl Training

From our Advanced VBA course

Links to other applications

- Referencing other applications
- Instantiating objects
- Writing inter-application code

FileSystemObjects

- Referencing FileSystemObjects
- Working with files and folders

FileDialogs

- Using FileDialogs
- Allowing multiple selection

Working with text files

- Avoiding using INPUT/OUTPUT
- Reading and writing text files

Linking to data (*)

- ADO or Access Database Engine
- Referencing the right library
- Opening and using recordsets

Arrays

- Creating and populating arrays
- Dynamic arrays
- The PRESERVE keyword

Passing arguments

- ByRef and ByVal
- Using optional arguments
- Using ParamArray

Advanced programming ideas (*)

- Using functions in code
- Recursive programming
- Enumerations

Working with shapes (*)

- Adding shapes
- Positioning shapes
- Formatting shapes