



This course combines topics from the following courses (any items marked with a \* will be covered if time allows).

Topics taken 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



Topics taken 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

Maximum 6 people per course. Scheduled classroom courses include lunch at a local restaurant; you can see how our online training works [here](https://www.wiseowl.co.uk/). For more information, see <https://www.wiseowl.co.uk/>.