Computer Programming in Excel VBA

Part 1: An Introduction

by

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Abstract

This course is the first of a four-part series on computer programming in Excel Visual Basic for Applications (VBA), tailored to practicing engineers. In this course, a general overview of computers and computer programming languages is presented. A tour of the Excel VBA programming environment follows. The concept of variables is presented as it specifically relates to the VBA programming language. Several examples relevant to engineering are used to illustrate and demonstrate the concepts and methods learned in this class. Two mini-projects are used to demonstrate the programming concepts and methods in situations encountered by practicing engineers.
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1. INTRODUCTION

1.1 Computers

A computer can be defined as an electronic device that has the ability to accept, manipulate, process, store, retrieve, and output data according to programmed instructions. A computer consists of two basic parts a) the **Hardware**: the physical components of the computer, such as the monitor, keyboard, mouse, etc., and b) the **Software**: any set of instructions that tells the hardware what to do, e.g. web browsers, games, and word processors, etc.

The **central processing unit (CPU)** is the hardware component of a computer that carries out the instructions by performing the basic operations such as data input, arithmetic, logic, and output of results. The CPU is essentially the physical “brain” of the computer. The **memory** of a computer refers to the hardware used to store the instructions and data on a temporary or permanent basis. The **storage** of a computer refers to physical components and recording media used to retain the data in electronic format on a long term basis.

The **operating system (OS)** of a computer is software that manages and coordinates the computer's memory, storage, processes, and all of its software and hardware. Modern operating systems use a **Graphical User Interface (GUI)**, (pronounced "gooey") to enable a human user to interact with the computer. It is the GUI that enables a user to click on icons, select buttons, menus, checkboxes etc., and have results displayed back to the user on a screen using graphics, text, or some combination thereof. Currently, the most common operating systems in use for personal computers are **Microsoft Windows**, **Apple Mac OS X**, and **Linux**.

The flow of data during the interaction of a human user and a personal computer can be depicted schematically as in Figure 1. When a user selects a task to be performed, for example, by clicking with the mouse, using the keyboard, or by using some other input device, instructions are sent to the CPU via the memory to be processed and implemented. Computers are not designed to understand instructions in ordinary everyday language. The instructions sent to the CPU are written in a computer programming language, (also called a programming language). An element of the CPU called the compiler, converts these programmed instructions (commonly called **source code** or **code**) into **machine language**. Machine language consists of binary data (zeros and ones). Computers are built to understand and respond to machine language. The instructions can now be implemented and the results sent to an output device such as a monitor for display, or to a printer.
1.2 Computer Programming

A programming language is a formal language specifically designed to communicate instructions to a computer. Programming languages can be used for many purposes, for example to create programs that control the behavior of a computer or device, and/or to implement algorithms accurately and efficiently.

Currently, there are literally hundreds of programming languages in use, each one developed to address a particular type of problem. Programming languages can be classified in many ways. One common approach to classification is based on the paradigm or approach to the
programming. Some of the common classifications based on the approach to programming include **procedural programming**, **event-driven programming**, and **object-oriented programming**. Most modern programming languages, however, include elements from more than one classification. In procedural programming languages, the program (or programmer) specifies the sequence of operations, and program logic determines the next instruction to execute based on inputs from the user. In event-driven programming the user can press keys or buttons, mouse clicks, check boxes etc, and these user actions can cause an event to occur which triggers some specific procedure for which code has been written. In object-oriented programming the programmer builds the program by adding **objects** e.g. click buttons, check boxes etc through a GUI in the design environment. The objects have **properties** which can be manipulated e.g. color, or caption on a click button. An action associated with the object is called a **method**. Examples of methods that can be performed on an object based on the instructions include “Move”, “Print”, “Resize”, “Clear”, etc.

Some of the more common and widely used programming languages include:

- C (object-oriented programming language)
- C++ (object-oriented programming language)
- Java (object-oriented programming language)
- Visual Basic (event driven and object-oriented programming language)
- Python (object-oriented and procedural programming language)
- Ruby (object-oriented programming language)
- Pascal (procedural programming language)
- Matlab (procedural programming language)
- Fortran (procedural programming language), and many others.

The choice of what programming language to use on a specific project is determined by several factors such as:

- the operating system of the end user(s)
- the programming approach that is relevant, procedural programming or event-driven, etc
- how well the structure and features of the language are compatible with the project goals
- the level to which the program will be used to manipulate hardware components e.g. in video games
- the ease with which new features can be added to the existing program
- the skill set of the programming team
- support for, and community standing behind the language
Computer programming (or programming) is a comprehensive process of formulating a computing problem, developing a methodology to solve the problem, writing code in a specific programming language to implement the solution methodology, testing, debugging, maintaining the code, verifying and validating the results, and monitoring the consumption of computer resources over the entire process. The objective of programming, therefore, is to develop a series of instructions that can automate the performance of a specific task, or to solve some specific problem formulation in a timely and efficient manner. Therefore, programming involves a multidisciplinary as well as an interdisciplinary approach.

1.3 Relevance of Computer Programming

The question often arises as to why engineers and scientists should learn computer programming. Engineers, for instance, are generally required to take just an introductory level computing class as college freshmen. They generally do not receive any further formal instructions on the subject and may not be required to apply it in any other classes for the rest of their entire undergraduate work. Effectively, by graduation, the programming class is a distant memory of questionable relevance, and yet computer programming is becoming an increasingly advantageous and necessary skill set for engineers and scientists competing in the global economy. By writing computer programs to automate tedious and repetitive tasks such as design calculations, or preparing, processing and analyzing large amounts of data which would otherwise be done by hand, engineers and scientists can drastically increase their productivity and efficiency. Competence in computer programming predisposes engineers and scientists to pursue and develop more creative and innovative solutions than their peers. Knowledge, and some level of experience in computer programming enables engineers and scientists to communicate more effectively with full-time programmers and information technology professionals they may work with and collaborate with on various projects.

1.4 Planning Computer Programming Solutions

A 6-step procedure for planning and implementing computer programming solutions to a problem or research question is as follows:

1. Study the problem in detail and gain a good working understanding of the fundamental concepts and principles, and underlying theories. This may involve knowledge from a wide variety of fields such as engineering, physical sciences, mathematics, statistics, business, economics, government and many others.

2. Develop an algorithm for solving the problem. A flow chart of the algorithm will provide a detailed visual representation of the process from start to finish, including all inputs,
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calculations, data processing, automated reasoning, outputs, reports, and feedback procedures.

3. Write **pseudo code** for your algorithm. Pseudo code is the instructions needed to implement the algorithm in ordinary everyday language. Test your algorithm by performing manual calculations to verify your results.

4. Write code to implement the algorithm in the target programming language following all syntax rules and requirements.

5. Test and debug the code intermittently to identify and resolve glitches and errors.

6. Test the program. Validate and verify the results. Make changes and updates as necessary where needed.

### 1.5 Visual Basic

*Visual Basic* (VB) is an event-driven programming language and integrated development environment (IDE) from *Microsoft*. It also has many elements of an object-oriented programming language. *Visual Basic* was derived from the earlier *BASIC* language. VB was designed to cater to beginner programmers and is therefore relatively easy to learn and use. VB can be used to develop programs from simple GUIs to large and very complex applications. Programming in VB is a combination of visually arranging components (called **controls**) on a **form**, specifying attributes and actions for the components, and writing code for additional functionality.

The VB language comes in several “dialects”. One such dialect is **Visual Basic for Applications** (VBA). VBA is used as a macro or scripting language within the *Microsoft Office* suite of products. VBA is also used in many third-party products widely used by engineers and scientists such as *SolidWorks*, *AutoCAD*, and *ArcGIS*.

Other variations of VB include:

- **VBScript** which is used in Windows scripting and client-side web page scripting
- **Visual Basic .NET** is Microsoft's designated successor to Visual Basic 6.0
- **Microsoft Visual Studio Express** which is a free, scaled-down version of **Visual Basic .NET** for independent developers.

In this class the fundamentals of computer programming will be presented using the VBA language accessed from *Microsoft Excel*.
2. THE VBA ENVIRONMENT

2.1 Opening the VBA Environment

If the user has never used the VBA environment in Excel before on their computer, it must be activated using the following steps:

Step 1: Open a new session of Excel.
Step 2: Click on the Microsoft Office icon.

Step 3: Select Excel Options
Step 4: Check the box to **Show Developer tab in the Ribbon.** (For Excel 2010 and above, users will select **Customize Ribbon**, and check the box beside **Developer**). Click OK.

The **Developer** tab is now activated in the Excel session and will remain as such in perpetuity unless the user follows the procedure to deactivate it, or if the computer is for some reason reset to original factory settings.
Step 5: Click on **Developer** to view the contents of that tab.

Step 6: Click on **Visual Basic** to enter the VBA environment.
Step 7: Click on **Insert**, and then select **UserForm**. The user is now ready to begin developing a VBA application.
2.2 A Tour of the VBA Environment

**UserForm**

The *Form* or **UserForm** is the backbone upon which the application will be built. The toolbox contains **controls**. Controls are the text boxes, drop down menus, check boxes, push buttons etc. To build the user interface of the application controls are dragged from the toolbox onto the form and arranged as needed. The UserForm may be resized as needed by hovering over a handle to get the two headed arrow, clicking and dragging to desired size.
Toolbox
Some of the controls that can be added from the toolbox include label, text box, picture box, image, scrollbar, combo box (drop down menu), check box, radio button (option button), and many others.

Properties Window
The UserForm and controls are objects. Following from the fundamentals of object-oriented programming, the objects have properties and methods associated with them. By clicking on a control that has been placed on the UserForm, the properties of the object can be changed and modified from the Properties Window. The properties of a control listed in the Properties Window include Name, Caption, Font, Text Alignment, Value, and many others. The properties may be viewed alphabetically, or by category.

Project Explorer Window
The Project Explorer Window (or Project Window) contains a list of files, spreadsheets, UserForms, etc. that are currently active and being used in the current project. The user may toggle between viewing an object and the code associated with it by clicking on the icons in the Project Window header bar.

In the Project Explorer Window, Select the UserForm and click on View code.
The current UserForm has no controls on it and no code has been written for it at this time therefore the code window appears blank.
To view the object again, click on View object.
The form reopens (design view).
View Menu

Other windows are available through the View menu. If a window is inadvertently closed, it may be reopened from the View menu.
Format Menu

The **Format menu** provides quick means to format, arrange, order, and align controls on a form.
Debug Menu
This menu provides means to check the code, identify and highlight errors in the code, and modify some areas in the code.

![Debug Menu](image)

Run Menu
VBA has three modes, namely **design time**, **run time**, and **break time**. This VBA session is currently in design time (or design mode). This is the mode in which the application is being built and code is being written. When the application is actually running, being tested, or are codes being executed, it is it run time. Once in run time, if for some reason the program pauses or if there is a **run-time error**, the program goes into break time. In break time the program can be debugged, saved, updated, modified etc, and the run time can be restored from where it paused or it can be restarted. From break time the program can be reset and it will go back to design time for further work.
The **Run menu** enables a user to manually switch through the modes.

**Tools Menu**
The **Tools menu** provides access to additional programming options, additional form controls, and setting up security features such as password protection, and locking the project from editing by a third party.
Help

The **Help menu** provides access to vast help resources online such as search engines, user forums, libraries, and knowledge banks, through the Microsoft website, and the Microsoft Developers Network (MSDN). Click on each one.
Click **Help**
Select **MSDN on the web**
The Microsoft Developers Network (MSDN) website opens.
2.3 First VBA Project

A simple project will be developed to demonstrate the use of forms and controls.

Problem Statement:
An engineer is required to attend up to four professional development events in a year in order to obtain approval for license renewal. Create a GUI on which the engineer can enter their personal information and a list of professional development events they attended and the hours they have earned over the renewal cycle. The GUI will have a button which when clicked will save the information entered onto a spreadsheet. Add another click button that clears all the information entered on the form as well as that saved to the spreadsheet. Add a third button that will terminate the program.

Solution:
Step 1: Plan the project

A proposed sketch of the user interface based on the requirements in the problem statement is as follows:

Figure 2: Plan and sketch for First VBA Project
Step 2: Algorithm.
Based on the problem narrative, the following flow chart is deduced.

![Flow chart diagram]

Figure 3: Algorithm for First VBA Project
Step 3: Write pseudo code.
When the buttons are clicked on certain events are triggered.
   a) Save button: On click, copy entries on form to spreadsheet
   b) Clear button: On click, clear all entries on the form and also on the spreadsheet
   c) Exit button: On click, close the form

Step 4: Build the GUI and write the VBA code.
Create a new file in Excel and start a new session of VBA.
In the properties for the UserForm, look up the **Caption** property and change it to read “PDH TRACKER APP”. Note that the Caption property determines the text in the form banner, but the name of the control (form) remains UserForm1. All controls can be manipulated in this manner. The actual name of the control can be changed in the **Name** property.
From the Toolbox click and drag one **label**, one **text box** and one **command button** onto the form.
Notice that the Properties Window is now showing the properties of the currently selected control.
Click on and drag the command button control to the desired location on the form.
Select Label1.
In the Properties window change the Caption to read “Name”.
Alternately hover over the label control and then click on the Caption text “Label1” to highlight it.
Type over it the new Caption “Name”.

![Image of a VBA environment with a label control and its properties window open.](image-url)
Change the command button caption to “Save”.

![Image of a Microsoft Visual Basic Form with a command button and its properties]

- **Caption**: SAVE
Change the font size of the “Name” label to provide more clarity.

Add more controls to the form, and click and drag on them to reposition and arrange them accordingly to match the layout from the earlier planning stage.
Alternately select a control and make copies of it by **Copy** and **Paste**.
Multiple controls may be selected by holding down the **Shift** key and clicking on each control to select them. The multiple controls selected may be copied and pasted as one block. The form as well as the controls may need to be resized accordingly.
The properties of multiple controls can be changed in one operation given the same property is being changed on all the controls selected.
Select all the column header labels.
In the Properties Window select **Font**.
Change the **Font Style** to **Bold**.
At this time the application may be tested. Click on the **Run** menu and Select **Run Sub/UserForm**, or simply click on the Run button in the Toolbar.
The UserForm goes into run time. If code has been written, it will be executed when the appropriate button is clicked on.
So far the file and VBA application have not been saved. 
To save, from the VBA environment, click on Save. 
Select a folder, give the file a name. 
In the **Save as Type**, select **Excel Macros-Enabled Workbook**. 
Click on OK.
The Macros-Enabled Workbook is an Excel file which has VBA code and applications added by the user. Macros-Enabled Workbooks can be distinguished from other Excel files by their logo.

At this time, code can now be written for the controls. From the flow chart it can be seen that the events in this program are associated with the command buttons. Code needs to written to control the behavior of the controls once a command button is clicked on.
The Exit Button
Upon clicking on this button in run time the form closes. The VBA syntax to close a form is

_Unload Formname_

where  

_Formname_ is the name of the form.

The name of the form may be looked up by clicking on the form and reviewing the Name property in the Properties Window. In this case the correct code would be

_Unload UserForm1_

To associate this code with the Exit button, select the Exit button and click on View Code, or simply double click on the Exit button to go straight to the code window for procedures related to this control.
The Exit button in this project is _CommandButton3_.

![Image of Visual Basic code window](Image)
Type the code to close the UserForm in the click event procedure for `CommandButton3`. Add a **comment** line to remind the programmer what this code will do when executed.

In VBA to create a comment type the apostrophe. Anything typed to the right of the apostrophe on that line becomes a comment. The compiler recognizes comments to be informational statements by and for the programmer and does not attempt to execute them. Comments are extremely useful particularly in large and complex programs. Comments provide a simple and plain way for a third party to follow what the program is doing by reading them. The rule of thumb is to write as many comments as necessary.

In some cases, an instruction (command) may be too long to fit laterally on the screen and it would be desirable for the programmer to type the command over multiple lines. This can be done by creating a **line break**. In VBA, a line break is created by typing a space (Spacebar on keyboard), followed by underscore (Shift + hyphen key), followed by enter (Enter key) to go to the next line, even though technically, to the compiler, the cursor is still on the same line.

Before running the code check for any **syntax errors**. A syntax error is an error that occurs due to typing incorrect code as per the rules of the programming language being used. Syntax errors may be caused by typographical errors, misspelling, omission of characters etc.
Checking for syntax errors can be done rapidly by selecting the **Debug** menu, and selecting **Compile VBAProject**.

If the code contains errors or omissions, those areas in the code will be flagged for attention.

Once the **Compile VBAProject** produces no further errors, the program may now be tested.
Click on Run to activate the form.

![Form Image]

**Form Image Description:**
- **Name:** [Input Field]
- **P.E. #:** [Input Field]
- **State:** [Input Field]

**Table Columns:**
- CLASS
- DATE
- LOCATION
- INSTRUCTOR
- HOURS

**Buttons:**
- SAVE
- CLEAR
- EXIT
Now click on the Exit button. The form closes as expected, and sends the user back to design time.

To view other objects in this project click on the objects drop down.
To see other procedures and associated code relevant to any object, click on the events dropdown.

**The Save Button**

The Save button shall save the entries on the form to a spreadsheet. In other words each text box entry on the form will saved to a cell on the spreadsheet. The reference to a cell on a spreadsheet is as follows

```
Sheets("sheetname").cells(i, j)
```

where

- `sheetname` is the name of the spreadsheet
- `i` is the row number of the cell on the spreadsheet
- `j` is the column number of the cell on the spreadsheet

So for example, the cell D3 on spreadsheet “Sheet1” would be referenced as

```
Sheets("Sheet1").cells(3, 4)
```

Following from the principles of object-oriented programming, a spreadsheet is an object to which properties and methods can be associated. So the value in the cell would be a property of that cell and would be referenced as
Sheets("sheetname").cells(i, j).value

In a similar manner a control on a form will be referenced as

UserFormname.controlname

and the value it holds as

UserFormname.controlname.value

So for a Textbox1 on a UserForm1, the reference to the text box and to its value would respectively be

UserForm1.TextBox1

and

UserForm1.TextBox1.value

To save a text box value to a cell on the spreadsheet the assignment operator, the equals sign, is used, as follows.

destination = origin

In other words the value of the right hand side of the equality sign will always be assigned to the destination on the left hand side, and never vice versa.
Based on the following framework on the spreadsheet, and the framework established on the UserForm1, some of the control-to-cell assignments will be as follows:

- `Sheets("Sheet1").cells(1,2).value = UserForm1.TextBox1.value`
- `Sheets("Sheet1").cells(1,5).value = UserForm1.TextBox2.value`
- `Sheets("Sheet1").cells(5,1).value = UserForm1.TextBox4.value`
- `Sheets("Sheet1").cells(5,2).value = UserForm1.TextBox5.value`
- `Sheets("Sheet1").cells(5,3).value = UserForm1.TextBox6.value`
- `Sheets("Sheet1").cells(5,5).value = UserForm1.TextBox7.value`
- `Sheets("Sheet1").cells(5,7).value = UserForm1.TextBox8.value`
The code for the Save button will therefore be a compilation of these control-to-cells assignments.

In the design window double click on the Save button to open its **click Procedure**. In the click procedure, list all the assignment statements. Add comments to enhance clarity and for a third party to be able to review the code with minimal problems.

```vbnet
Private Sub CommandButton1_Click()
'
' this is the Save button. I will save the form entries onto the spreadsheet
'
' personal info
Sheets("Sheet1!").Cells(1, 2).Value = UserForm1.TextBox1.Value

' phone number
Sheets("Sheet1!").Cells(1, 3).Value = UserForm1.TextBox2.Value

' state
Sheets("Sheet1!").Cells(1, 7).Value = UserForm1.TextBox3.Value

' first training
class
Sheets("Sheet1!").Cells(2, 1).Value = UserForm1.TextBox4.Value
'
' location
Sheets("Sheet1!").Cells(2, 2).Value = UserForm1.TextBox5.Value

' hours
Sheets("Sheet1!").Cells(2, 7).Value = UserForm1.TextBox6.Value

'second training
class
Sheets("Sheet1!").Cells(3, 1).Value = UserForm1.TextBox9.Value
'
' location
Sheets("Sheet1!").Cells(3, 2).Value = UserForm1.TextBox10.Value

' hours
Sheets("Sheet1!").Cells(3, 7).Value = UserForm1.TextBox11.Value

'third training
class
Sheets("Sheet1!").Cells(4, 1).Value = UserForm1.TextBox14.Value
'
' location
Sheets("Sheet1!").Cells(4, 2).Value = UserForm1.TextBox15.Value

End Sub

Private Sub CommandButton3_Click()
'
' this is the Exit button's code
' when you click on the button in run time the form closes.
```
Test the Save button.
First, enter information in the “PDH TRACKER APP” GUI.
Click on the Save button.
Inspect the spreadsheet “Sheet1” to confirm that all commands have been correctly executed.

The test is a success.
Close out and return to design time.
The Clear Button
The Clear button shall clear all entries in each control on the form. It will then go to the spreadsheet and clear the data that has been saved there from the form.

There are number of ways to clear the entry in a control, or change the object value property value to “blank”.

- `Sheets("sheetname").cells(i, j).ClearContents`,
  e.g. `Sheets("Sheet1").cells(7,1).ClearContents`

- `Sheets("sheetname").cells(i, j).value = Null` and
  `UserForm.Controlname.value = Null`
  e.g. `Sheets("Sheet1").cells(7,1).value = Null`

- `Sheets("sheetname").cells(i, j).value = ""` and
  `UserForm.Controlname.value = ""`
  e.g. `UserForm1.TextBox8.value = " "`

Alternately, for the spreadsheet, a range of cells can be specified and then contents erased. The syntax would be

`Range(Sheets("sheetname").cells(i, j), Sheets("sheetname").cells(i, j)).ClearContents`

So for range A5:G9 on the spreadsheet, the syntax will be

`Range(Sheets("Sheet1").cells(5, 1), Sheets("Sheet1").cells(9, 7)).ClearContents`

A combination of all of the above will be used to clear the spreadsheet and the form entries in this example.

Double click on the Save button from design time to open up the procedure for it.
Type the code to clear the contents of all controls on the form.
Also clear the spreadsheet entries.
Private Sub CommandButton2_Click()
    'this is the Clear button
    'personal info
    'name
    Sheets("Sheet1").Cells(1, 2).Value = ""
    'pe number
    Sheets("Sheet1").Cells(1, 5).Value = ""
    'state
    Sheets("Sheet1").Cells(1, 7).Value = ""
    'On the form
    UserForm1.TextBox1.Value = ""
    'pe number
    UserForm1.TextBox2.Value = ""
    'state
    UserForm1.TextBox3.Value = ""
    first training
    'class
    Sheets("Sheet1").Cells(5, 1).ClearContents
    'date
    Sheets("Sheet1").Cells(5, 2).ClearContents
    'location
    Sheets("Sheet1").Cells(5, 3).ClearContents
    'instructor
    Sheets("Sheet1").Cells(5, 5).ClearContents
    'hours
    Sheets("Sheet1").Cells(5, 7).ClearContents
    'date
    UserForm1.TextBox4.Value = Null
    'date
    UserForm1.TextBox5.Value = Null
    'location
    UserForm1.TextBox8.Value = Null
    'instructor
    UserForm1.TextBox7.Value = Null
    'hours
    UserForm1.TextBox8.Value = Null
    second training
    Range(Sheets("Sheet1").Cells(6, 1), Sheets("Sheet1").Cells(6, 7)).ClearContents
    'class
    UserForm1.TextBox9.Value = Null
    'date
    UserForm1.TextBox10.Value = Null
    'location
    UserForm1.TextBox11.Value = Null
    'instructor
    UserForm1.TextBox19.Value = Null

Click on the **Debug** menu, and select **Compile VBAProject**. Correct any syntax errors highlighted. If none, launch the form to test it. Fill out the information requested. Click on Save to copy the form information onto the spreadsheet. Click on the Clear button to clear the information on the form and on the spreadsheet.

The test is a success. Click Exit to close the form and return to design time. Save the workbook. Close out of Excel.
3. WORKING WITH VARIABLES

3.1 Variables

A variable is an area of computer memory allocated to hold data of a certain type. A simplistic analogy is a mailbox in a corporate office staff room. The mailbox for each employee must have a unique identification and will be restricted by its physical size to holding a certain kind or type of mail delivery. Once a variable is set up, its content will become the value of the variable. When the variable is called for some calculation, its value will be inserted into the calculation process. In programming, variables are necessary to facilitate calculations and data manipulations that otherwise will be difficult or inefficient to do by directly using the values of the form controls.

3.2 Data Types

VBA supports several data types. Each data type has a range of values it can store, and consumes a specific amount of computer memory in doing so. Programmers must choose the appropriate data type, keeping in mind the impact it will have on the computer’s resources, and the speed and smooth running of programs. Table 1 summarizes the data types supported by VBA.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Storage</th>
<th>Range of Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Byte</td>
<td>1 byte</td>
<td>0 to 255</td>
</tr>
<tr>
<td>Integer</td>
<td>2 bytes</td>
<td>-32,768 to 32,767</td>
</tr>
<tr>
<td>Long</td>
<td>4 bytes</td>
<td>-2,147,483,648 to 2,147,483,648</td>
</tr>
<tr>
<td>Single</td>
<td>4 bytes</td>
<td>-3.402823E+38 to -1.401298E-45 for negative values</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1.401298E-45 to 3.402823E+38 for positive values</td>
</tr>
<tr>
<td>Double</td>
<td>8 bytes</td>
<td>-1.79769313486232E+308 to -4.94065645841247E-324 for negative values</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4.94065645841247E-324 to 1.79769313486232E+308 for positive values.</td>
</tr>
<tr>
<td>Data Type</td>
<td>Storage</td>
<td>Range of Values</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------</td>
<td>------------------------------------------------------</td>
</tr>
<tr>
<td>Currency</td>
<td>8 bytes</td>
<td>-922,337,203,685,477.5808 to 922,337,203,685,477.5807</td>
</tr>
<tr>
<td>Decimal</td>
<td>12 bytes</td>
<td>+/- 79,228,162,514,264,337,593,543,950,335 if no decimal is use</td>
</tr>
<tr>
<td></td>
<td></td>
<td>+/- 7.9228162514264337593543950335 (28 decimal places).</td>
</tr>
<tr>
<td>String (fixed length)</td>
<td>Length of string</td>
<td>1 to 65,400 characters</td>
</tr>
<tr>
<td>String (variable length)</td>
<td>Length + 10 bytes</td>
<td>0 to 2 billion characters</td>
</tr>
<tr>
<td>Date</td>
<td>8 bytes</td>
<td>January 1, 100 to December 31, 9999</td>
</tr>
<tr>
<td>Boolean</td>
<td>2 bytes</td>
<td>True or False</td>
</tr>
<tr>
<td>Object</td>
<td>4 bytes</td>
<td>Any embedded object</td>
</tr>
<tr>
<td>Variant (numeric)</td>
<td>16 bytes</td>
<td>Any value as large as Double</td>
</tr>
<tr>
<td>Variant (text)</td>
<td>Length+22 bytes</td>
<td>Same as variable-length string</td>
</tr>
</tbody>
</table>
3.3 Rules for Naming Variables

In VBA variable names must meet the following requirements:

- It must be less than 255 characters
- No space, period, punctuation, or special characters are allowed in the variable name
- It must begin with an alphabetical character
- It must not be a reserved word in the VBA language e.g. Sub, TextBox, UserForm, etc.
- It must be a unique name in the procedure in which it is being used

Table 2 show examples of acceptable versus inadmissible variable names.

<table>
<thead>
<tr>
<th>Valid Variable Name</th>
<th>Unacceptable Variable Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>My_House</td>
<td>My.House (dot not allowed)</td>
</tr>
<tr>
<td>ThisMonth</td>
<td>1NewCar (must start with alphabetical)</td>
</tr>
<tr>
<td>Long_Lastname_isALLOWED</td>
<td>Me&amp;You (&amp; special character not allowed)</td>
</tr>
<tr>
<td>Car99</td>
<td>Employee SSN (space not allowed)</td>
</tr>
</tbody>
</table>

3.4 Variable Name Conventions

As programs get large and complex it becomes advantageous to establish a name convention to manage the variables. Following a name convention can make it easier to identify the type of the variable. It will also make the code easier to figure out when it is reviewed by a third party or revisited after an extended period of time. For programs and applications developed by multiple individuals or teams of programmers, adopting a common name convention for variables will provide a common platform for communication and prevent confusion.

Different programming languages are amenable to different name conventions. One common convention used in VBA is to append a three letter prefix that indicates the data type of that variable, in lower case letters, and the variable name proper starting with an uppercase letter.
Optionally, especially for larger and yet more complex programs, the prefix can be extended to include the scope (described in Section 3.6) of the variable. Table 3 shows examples of commonly used prefixes based on data type.

<table>
<thead>
<tr>
<th>Data Type</th>
<th>Prefix</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Byte</td>
<td>byt</td>
<td>bytSpeed</td>
</tr>
<tr>
<td>Single</td>
<td>sng</td>
<td>sngAngle</td>
</tr>
<tr>
<td>Integer</td>
<td>int</td>
<td>intCounter</td>
</tr>
<tr>
<td>Long</td>
<td>lng</td>
<td>lngTraffic_Volume</td>
</tr>
<tr>
<td>Double</td>
<td>dbl</td>
<td>dbl85Percentile</td>
</tr>
<tr>
<td>Currency</td>
<td>cur</td>
<td>curUnitPrice</td>
</tr>
<tr>
<td>String</td>
<td>str</td>
<td>strFirstname</td>
</tr>
<tr>
<td>Boolean</td>
<td>bln</td>
<td>blnOnTime</td>
</tr>
<tr>
<td>Object</td>
<td>obj</td>
<td>objSpreadsheet</td>
</tr>
<tr>
<td>Variant</td>
<td>var</td>
<td>varAddress</td>
</tr>
</tbody>
</table>

### 3.5 Variable Declaration

Variable declaration is the process of assigning a name and type to a variable. By default, variable declaration is required before a variable can be used in a procedure, otherwise a runtime error will occur. When a variable is declared, an area of memory is reserved for it and assigned a name, the name of the variable. It is then ready to accept and store data of the type specified in the declaration statement.
The syntax for variable declaration in VBA is as follows:

```
Dim variablename As datatype
```

Examples:

1. A variable that will hold an integer value

```
Dim intQuantity As Integer
```

2. A variable that will hold an unit price

```
Dim curUnitPrice As Currency
```

3. A variable that will hold a text string

```
Dim intComment As String
```

Multiple variables can be declared at once provided they are of the same type.

Example: Three string variables

```
Dim intComment, intReport, intFeedback As String
```

The default data type in VBA is variant. In other words if a data type is not specified it will be a variant type by default.
The variable declaration requirement may be deactivated (or reactivated) as follows:

In the VBA Environment click on **Tools.**
Select **Options.**
Uncheck (or check) **Require Variable Declaration.**
Click OK.
Alternately, in the code window typing **Option Explicit** at the top of the window will require that all variables be declared before using them.

Variable declaration facilitates writing clean, strongly typed code, and simplifies debugging. Variable declaration saves overall programming time and eliminates the source of the most common and unnecessary bugs. In this course the variable declaration requirement will be applied at all times.

### 3.6 Scope of a Variable

Variables may have two kinds of "lifetime", or **scope**.

A variable that is declared within a procedure or **function** is called a **local variable**, and only exists while that procedure or function is executing. Once the procedure completes execution, the variable ceases to exist.

A **global variable** on the other hand exists independently of any specific function or procedure. Any function or procedure in the module may use it or modify it. A global variable stays “alive” as long as the VBA module (e.g. an open form) it is associated with is active. Global variables
are declared outside of any procedure or function, at the top of the code window, below the
*Option Explicit* line.

Some applications may consist of multiple modules (forms), and it may be necessary that a
variable (global variable) manipulated in one form be available or called in or from another
active module, or vice versa.
For example, consider a maintenance activity form filled out by a field crew leader.
At a later stage, the completed form shall be approved by a supervisor.

Upon the supervisor selecting their last name from the supervisor list, a log-in form opens asking the supervisor to enter their name and password.
Upon correctly entering the password, the approval will be confirmed, otherwise it will be denied.

For this to work, a global variable is needed for the two forms to be able to exchange information. In this case a global variable named \textit{strGstring}, a string type, will be used.

The global variable must be declared within a standard module.
In the VBA window, click on Insert, and select Module
A new standard module is created.
Rename the module as needed.
Click on View Code to open the code window for the new standard module.
Under the Option Explicit line, declare the global variable using the keyword Global or Public.

The variable strGstring is now available for manipulation from and by any module (form) in the workbook.
In this example, the value will be assigned with the *Approved_By* control entry on the main form.
The variable is then called by the log-in form and will be used for confirmation in the log-in and password process.
3.7 Order of Operations

The arithmetic operations that can be performed in VBA include addition, subtraction, multiplication, division, and exponentiation. The order of operations determines the order in which arithmetic operations will be performed in a mathematical expression. The order of precedence for arithmetic operations is as follows:

1st. Exponentiation  
2nd. Multiplication and division  
3rd. Addition and subtraction

Operations of the same level are performed from left to right.

Example: The expression 2+3*6^2

Under the order of precedence the exponentiation will be conducted first. Next, the result of the exponentiation will be multiplied by the adjacent value. Third, the addition will be performed. The result therefore will be 110.

If the above result was not the original intent, but rather to conduct the addition first, then parenthesis will have to be inserted appropriately to control the calculation. In the VBA code, type:

(2+3)*6^2

This yields the result 180.

It must be noted that VBA does not support implied algebraic operations so for example the expression 3(X-Y) will not be syntactically valid in VBA. It will have to be typed as 3*(X-Y) where X and Y are variables that have been declared earlier in the code.

3.8 Second VBA Project

Problem Statement:
Create a calculator to assist a construction engineer in calculating material costs based on the unit price of the material and the quantity of material to be ordered. The calculator will have three line items with a subtotal for each item. The calculator will have a click button to calculate
the subtotal and another click button to calculate the grand total. Add a button that will clear all entries if the user would like to start afresh. Provide a button that will close the application when clicked on.

Solution:

A sketch of the application is as follows

![Project Calculator Sketch](image)

**Figure 4: Plan and sketch for Second VBA Project**
Algorithm for calculation of Subtotals

START

Enter unit price and quantity for item $i$

Yes

No

‘$i < 3$’

Calculate:
Subtotal1
Subtotal2
Subtotal3

STOP

Figure 5: Algorithm for Second VBA Project
Open a VBA session.
Click on **Insert**, select **UserForm**.
Click on the **UserForm**.
In the **Properties Window**, change the **Caption** property of the UserForm to “Project Calculator”.
Click on the **UserForm**.
Drag and drop labels, text boxes, and command buttons and arrange them as in the sketch.
Select a command button.
In the **Properties Window**, change the **Caption** property to match the sketch.
Repeat for all command buttons.
Change the **Caption** property of all labels to match the sketch.
Click on the Total text box and change the **BackColor** property to a color of your choice.
Select all Unit Price text boxes. Change **Value** property to “0.00”.
Select all Quantity text boxes. Change **Value** property to “0.0”.
Save your file as an Excel Macros-Enabled Workbook.
Now code shall be written for each command button.

**Sub Totals button**
On clicking this button, the values entered by the user need to be stored as variables and used to calculate the subtotal for each line item.

Double click on the **Sub Totals** button (*CommandButton1*) to open the code window.
In the click procedure for *CommandButton1 (Private Sub CommandButton1_Click() )* , declare variables (using appropriate names of your choice and following variable name rules and convention) to hold Unit Price, Quantity and Subtotal for each line item.
Declare a global variable that will hold the sum of the subtotals.
Save your work.

```vba
Option Explicit

Dim dblQuantity1 As Double
Dim dblQuantity2 As Double
Dim dblQuantity3 As Double

Private Sub CommandButton1_Click()
"this is the Sub Totals button
’déclare variables to hold the input data for line item 1
Dim curUnitPrice1, curSubtotal1 As Currency
Dim dblQuantity1 As Double
’déclare variables to hold the input data for line item 2
Dim curUnitPrice2, curSubtotal2 As Currency
Dim dblQuantity2 As Double
’déclare variables to hold the input data for line item 2
Dim curUnitPrice3, curSubtotal3 As Currency
Dim dblQuantity3 As Double

End Sub

Private Sub Label1_Click()
End Sub

Private Sub UserForm_Click()
End Sub
```
Now the variables need to be assigned values. In other words e.g., “…where is the value for curUnitPrice1 coming from?” It is coming from the Textbox1 value. So the Textbox1 value needs to be assigned to the curUnitPrice1 variable.

Assignment is done using the assignment operator, the equals ( = ) sign. In this case:

\[
\text{curUnitPrice1} = \text{UserForm1.TextBox1.value}
\]

Note that the origin will always be on the right hand side and the destination on the left hand side, and never vice versa. In other words the right hand side information is being sent to the left hand side for storage.

Consider the above code was reversed to

\[
\text{UserForm1.TextBox1.value} = \text{curUnitPrice1}
\]

It would mean the value stored in the variable curUnitPrice is being sent to the Textbox1, and since Textbox1 is a control on the form, the value of the variable curUnitPrice would be displayed on the form in Textbox1. This is a diametrically opposite result from the original intent. However it is important to note that there will be cases where such a result is desired. In this problem for example, after calculating the grand total using the relevant variable(s), it shall be displayed on the form. So the “reverse” assignment statement will be the correct one in that case.

Returning to the variable assignment step, assign the values for all variables that will be used in the calculation of the subtotals when the Sub Totals button is clicked.
Option Explicit

Dim curTotal As Currency

Private Sub CommandButton1_Click()
' this is the Sub Totals Button

' declare variables to hold the input data for line item 1
Dim curUnitPrice1, curSubtotal1 As Currency

Dim dblQuantity1 As Double

' declare variables to hold the input data for line item 2
Dim curUnitPrice2, curSubtotal2 As Currency

Dim dblQuantity2 As Double

' declare variables to hold the input data for line item 2
Dim curUnitPrice3, curSubtotal3 As Currency

Dim dblQuantity3 As Double

' assign variables with relevant textbox values
' line item 1
curUnitPrice1 = UserForm1.TextBox1.Value
dblQuantity1 = UserForm1.TextBox2.Value

' line item 2
curUnitPrice2 = UserForm1.TextBox4.Value
dblQuantity2 = UserForm1.TextBox5.Value

' line item 3
curUnitPrice3 = UserForm1.TextBox6.Value
dblQuantity3 = UserForm1.TextBox7.Value

End Sub

Private Sub Label1_Click()
The calculations for the subtotal of each line item involves multiplying the corresponding variables holding the Unit Price and the Quantity for that line item.

\[
\text{curSubTotal1} = \text{curUnitPrice1} \times \text{dblQuantity1}
\]

The result shall be displayed on the form in the appropriate textbox.

\[
\text{UserForm1.TextBox3.value} = \text{curSubTotal1}
\]

Repeat the process for the other line items.

The grand total is the sum of the sub totals.

\[
\text{curTotal} = \text{curSubTotal1} + \text{curSubTotal2} + \text{curSubTotal3}
\]

The grand total button will be used to display the grand total on the form. This is therefore the end of the Subtotals procedure (clicking on CommandButton1). As with all procedures it shall run from top to bottom. Once it ends, the local variables will cease to exist. The \text{curTotal} variable however will continue to “live” as long as the form is active. This is because it is a global variable (module-level) and continues to exist with its current value regardless of which procedure is executing or not, even though its value came from one such procedure which has run to termination.

Click Debug.
Select Compile VBA Project.
Address any errors that are highlighted.
If none, save the workbook as an Excel Macros-Enabled Workbook.
Option Explicit

Dim curTotal As Currency

Private Sub CommandButton1_Click()
    'this is the Sub Totals button
    'declare variables to hold the input data for line item 1
    Dim curUnitPrice1, curSubtotal1 As Currency
    Dim dblQuantity1 As Double
    'declare variables to hold the input data for line item 2
    Dim curUnitPrice2, curSubtotal2 As Currency
    Dim dblQuantity2 As Double
    'declare variables to hold the input data for line item 2
    Dim curUnitPrice3, curSubtotal3 As Currency
    Dim dblQuantity3 As Double

    'assign variables with relevant textbox values
    'line item 1
    curUnitPrice1 = UserForm1.TextBox1.Value
    dblQuantity1 = UserForm1.TextBox2.Value
    'line item 2
    curUnitPrice2 = UserForm1.TextBox4.Value
    dblQuantity2 = UserForm1.TextBox5.Value
    'line item 3
    curUnitPrice3 = UserForm1.TextBox6.Value
    dblQuantity3 = UserForm1.TextBox7.Value

    'calculate subtotal for line item 1
    curSubtotal1 = curUnitPrice1 * dblQuantity1
    'display result to form
    UserForm1.TextBox3.Value = curSubtotal1

    'calculate subtotal for line item 2
    curSubtotal2 = curUnitPrice2 * dblQuantity2
    'display result to form
    UserForm1.TextBox6.Value = curSubtotal2

    'calculate subtotal for line item 3
    curSubtotal3 = curUnitPrice3 * dblQuantity3
    'display result to form
    UserForm1.TextBox9.Value = curSubtotal3

    'grand total
    curTotal = curSubtotal1 + curSubtotal2 + curSubtotal3

    'display result

Total button
The grand total has already been calculated in the Subtotals procedure using a global variable. Since the form is still active, that global variable still exists and holds the value we are looking for. Assign the `curTotal` variable to its display text box.
Double click on the Grand Total button to go `CommandButton2_Click()` procedure.

Reset button
The Reset button will revert the input text boxes to zeros. It will then clear contents in the subtotals and grand total text boxes.

Exit button
The Exit button closes the application.

Click Debug
Select Compile VBA Project

If errors are highlighted, address them. If not, save your work.
Test the application.
curSubtotal1 = curUnitPrice1 * cb1Quantity1
'display result to form
UserForm1.TextBox3.Value = curSubtotal1

'calculate subtotal for line item 2
curSubtotal2 = curUnitPrice2 * cb2Quantity2
'display result to form
UserForm1.TextBox6.Value = curSubtotal2

'calculate subtotal for line item 3
curSubtotal3 = curUnitPrice3 * cb3Quantity3
'display result to form
UserForm1.TextBox9.Value = curSubtotal3

'grand total
curTotal = curSubtotal1 + curSubtotal2 + curSubtotal3
'display result
UserForm1.TextBox10.Value = curTotal
End Sub

Private Sub CommandButton2_Click()
'display the grand total in textbox 10
UserForm1.TextBox10.Value = curTotal
End Sub

Private Sub CommandButton3_Click()
'revert all Unit Price and Quantity boxes to zero
UserForm1.TextBox1.Value = "0.00"
UserForm1.TextBox2.Value = "0.00"
UserForm1.TextBox4.Value = "0.00"
UserForm1.TextBox5.Value = "0.00"
UserForm1.TextBox7.Value = "0.00"
UserForm1.TextBox8.Value = "0.00"

'clear subtotals and grand total
UserForm1.TextBox3.Value = ""
UserForm1.TextBox6.Value = ""
UserForm1.TextBox9.Value = ""
UserForm1.TextBox10.Value = ""
End Sub

Private Sub CommandButton4_Click()
'this is the Exit button
Unload UserForm1
End Sub
Fill in some data
Click on the **Sub Totals** button

<table>
<thead>
<tr>
<th></th>
<th>Unit Price</th>
<th>Quantity</th>
<th>Sub Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>15.33</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>24.49</td>
<td>58.5</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>39.99</td>
<td>6</td>
<td></td>
</tr>
</tbody>
</table>

---

**PROJECT CALCULATOR**

- SUB TOTALS
- GRAND TOTAL
- RESET
- EXIT
A **Run-time error** occurs. It says “Type mismatch”. This means a variable is being asked to hold a data type different from the type in its declaration statement.

```vba
Dim curUnitPrice1, curSubtotal1 As Currency
Dim db1Quantity1 As Double
'declare variables to hold the input dat for line item 2
Dim curUnitPrice2, curSubtotal2 As Currency
Dim db1Quantity2 As Double
'declare variables to hold the input dat for line item 2
Dim curUnitPrice3, curSubtotal3 As Currency
Dim db1Quantity3 As Double

'assign variables with values
'line item 1
curUnitPrice1 = UserForm1.TextBox1.Value
db1Quantity1 = UserForm1.TextBox3.Value
'line item 2
curUnitPrice2 = UserForm1.TextBox2.Value
db1Quantity2 = UserForm1.TextBox3.Value
'line item 3
curUnitPrice3 = UserForm1.TextBox1.Value
db1Quantity3 = UserForm1.TextBox3.Value

'calculate subtotal for line item 1
curSubtotal1 = curUnitPrice1 * db1Quantity1
UserForm1.TextBox4.Value = curSubtotal1
'calculate subtotal for line item 2
curSubtotal2 = curUnitPrice2 * db1Quantity2
UserForm1.TextBox4.Value = curSubtotal2
'calculate subtotal for line item 3
curSubtotal3 = curUnitPrice3 * db1Quantity3
UserForm1.TextBox4.Value = curSubtotal3

'grand total
curTotal = curSubtotal1 + curSubtotal2 + curSubtotal3
UserForm1.TextBox5.Value = curTotal
End Sub

Private Sub CommandButton1_Click()
'this is the grand total button
End Sub

Private Sub CommandButton2_Click()
'this is the grand total in Textbox 10
End Sub
```
Click **Debug** to go to the line of code where the compiler encountered the problem. The line where the problem caused the execution to **break** (pause) is highlighted by the compiler.

<table>
<thead>
<tr>
<th>CommandButton1</th>
<th>Click</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dim curUnitPrice1, curSubtotal1 As Currency</td>
<td></td>
</tr>
<tr>
<td>Dim dbQuantity1 As Double</td>
<td></td>
</tr>
<tr>
<td>'declare variables to hold the input data for line item 1</td>
<td></td>
</tr>
<tr>
<td>Dim curUnitPrice2, curSubtotal2 As Currency</td>
<td></td>
</tr>
<tr>
<td>Dim dbQuantity2 As Double</td>
<td></td>
</tr>
<tr>
<td>'declare variables to hold the input data for line item 2</td>
<td></td>
</tr>
<tr>
<td>Dim curUnitPrice3, curSubtotal3 As Currency</td>
<td></td>
</tr>
<tr>
<td>Dim dbQuantity3 As Double</td>
<td></td>
</tr>
<tr>
<td>'assign variables with relevant textbox values</td>
<td></td>
</tr>
<tr>
<td>'line item 1</td>
<td></td>
</tr>
<tr>
<td>curUnitPrice1 = UserForm1.TextBox1.Value</td>
<td></td>
</tr>
<tr>
<td>dbQuantity1 = UserForm1.TextBox2.Value</td>
<td></td>
</tr>
<tr>
<td>'line item 2</td>
<td></td>
</tr>
<tr>
<td>curUnitPrice2 = UserForm1.TextBox4.Value</td>
<td></td>
</tr>
<tr>
<td>dbQuantity2 = UserForm1.TextBox5.Value</td>
<td></td>
</tr>
<tr>
<td>'line item 3</td>
<td></td>
</tr>
<tr>
<td>curUnitPrice3 = UserForm1.TextBox8.Value</td>
<td></td>
</tr>
<tr>
<td>dbQuantity3 = UserForm1.TextBox7.Value</td>
<td></td>
</tr>
<tr>
<td>'calculate subtotal for line item 1</td>
<td></td>
</tr>
<tr>
<td>curSubtotal1 = curUnitPrice1 * dbQuantity1</td>
<td></td>
</tr>
<tr>
<td>'display result to form</td>
<td></td>
</tr>
<tr>
<td>UserForm1.TextBox3.Value = curSubtotal1</td>
<td></td>
</tr>
<tr>
<td>'calculate subtotal for line item 2</td>
<td></td>
</tr>
<tr>
<td>curSubtotal2 = curUnitPrice2 * dbQuantity2</td>
<td></td>
</tr>
<tr>
<td>'display result to form</td>
<td></td>
</tr>
<tr>
<td>UserForm1.TextBox5.Value = curSubtotal2</td>
<td></td>
</tr>
<tr>
<td>'calculate subtotal for line item 3</td>
<td></td>
</tr>
<tr>
<td>curSubtotal3 = curUnitPrice3 * dbQuantity3</td>
<td></td>
</tr>
<tr>
<td>'display result to form</td>
<td></td>
</tr>
<tr>
<td>UserForm1.TextBox9.Value = curSubtotal3</td>
<td></td>
</tr>
<tr>
<td>'grand total</td>
<td></td>
</tr>
<tr>
<td>curTotal = curSubtotal1 + curSubtotal2 + curSubtotal3</td>
<td></td>
</tr>
<tr>
<td>'display result</td>
<td></td>
</tr>
<tr>
<td>UserForm1.TextBox10.Value = curTotal</td>
<td></td>
</tr>
</tbody>
</table>

Private Sub CommandButton2_Click()
' this is the grand total button |
'display the grand total in textbox 10 |
UserForm1.TextBox10.Value = curTotal |
End Sub
Hovering over the variable names, the cursor tip shows the current value of the variable. In this case `curUnitPrice 3` shows a null value. Yet a value was assigned to it, or so it was thought.

```vba
Dim curUnitPrice1, curSubtotal1 As Currency
Dim dblQuantity1 As Double
' declare variables to hold the input data for line item 2
Dim curUnitPrice2, curSubtotal2 As Currency
Dim dblQuantity2 As Double
' declare variables to hold the input data for line item 2
Dim curUnitPrice3, curSubtotal3 As Currency
Dim dblQuantity3 As Double

' assign variables with relevant text box values
' line item 1
curUnitPrice1 = UserForm1.TextBox1.Value
dblQuantity1 = UserForm1.TextBox2.Value
' line item 2
curUnitPrice2 = UserForm1.TextBox4.Value
dblQuantity2 = UserForm1.TextBox5.Value
' line item 3

curUnitPrice3 = UserForm1.TextBox8.Value
dblQuantity3 = UserForm1.TextBox7.Value

' calculate subtotal for line item 1
curSubtotal1 = curUnitPrice1 * dblQuantity1
Display result to form
UserForm1.TextBox3.Value = curSubtotal1
' calculate subtotal for line item 2
curSubtotal2 = curUnitPrice2 * dblQuantity2
Display result to form
UserForm1.TextBox5.Value = curSubtotal2
' calculate subtotal for line item 3
curSubtotal3 = curUnitPrice3 * dblQuantity3
Display result to form
UserForm1.TextBox8.Value = curSubtotal3

' grand total
curTotal = curSubtotal1 + curSubtotal2 + curSubtotal3
' display result
UserForm1.TextBox10.Value = curTotal
End Sub

Private Sub CommandButton2_Click()
' this is the grand total button
' display the grand total in text box 10
UserForm1.TextBox10.Value = curTotal
End Sub
```
Study the code carefully. `curUnitPrice3` was assigned the `TextBox6` value, this is incorrect. It should be assigned the value in `TextBox7`. `dblQuantity3` shall be assigned the value from `TextBox8`, not `TextBox7`.

Compile your code again through the **Debug** menu.

After making all of these changes, click on the **Reset** button in the VBA toolbar.
Upon clicking **Reset**, the application reverts to design time.
Click **Run** to open the form
Enter the input values to test the application.
Click on the **Sub Totals** button.
Success.
Click on the **Grand Total** button
Success.

![Project Calculator Image]
Click on **Reset**.
Success. The data entries clear as expected.

Click on **Exit** to exit the application and close the form.
The test has been a success.
4. CONCLUSION

This course has presented a broad overview of fundamental concepts and principles of computer programming, and presented them in situations encountered by practicing engineers and scientists. All codes were developed using the Excel Visual Basic for Applications (VBA) programming language.

This course, the first of a four-part series, covered an introduction to computers and computer programming languages, the Excel VBA programming environment, and the concept of variables and how they are applied in VBA.

This course has enabled participants to identify situations where programming is relevant and will be of advantage to the professional. Practitioners are strongly encouraged to look out for situations in their domains of expertise where programming solutions are applicable and will be of benefit to their work and their organization.

Computer programming requires a careful and meticulous approach, and can only be mastered and retained by practice and repetition.

Good Luck and Happy Programming.
REFERENCES


Images were all drawn/prepared by K. Ofosu