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Collana	Programmer to programmer
Altri autori (Persone)	KimmelPaul
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Nota di contenuto	About the Authors; Acknowledgments; Introduction; Chapter 1: Primer in Excel VBA; Using the Macro Recorder; Recording Macros; Running Macros; The Visual Basic Editor; Other Ways to Run Macros; User Defined Functions; Creating a UDF; What UDFs Cannot Do; The Excel Object Model; Objects; Getting Help; Experimenting in the Immediate Window; The VBA Language; Basic Input and Output; Calling Functions and Subroutines; Variable Declaration; Scope and Lifetime of Variables; Variable Type; Object Variables; Making Decisions; Looping; Arrays; Runtime Error Handling; Summary Chapter 2: Programming in the VBEWriting Code; Programming for People; Writing Code; Where Does My Code Go?; Managing a Project; Adding Classes; Modifying Properties; Importing and Exporting Visual Basic Code; Editing; Managing Editor Options; Running and Debugging Code; Using Watches; Using the Object Browser; Summary; Chapter 3: The Application Object; Globals; The Active Properties; Display Alerts; Screen Updating; Evaluate; InputBox; StatusBar; SendKeys; OnTime; OnKey; Worksheet Functions; Caller; Summary; Chapter 4: Object-Oriented Theory and VBA; Comparing Classes and Interfaces

Defining an Interface; Implementing an Interface; Defining Methods; Parameters; Implementing Recursive Methods; Eliminating Recursion with Loops; Defining Fields; Defining Properties; Defining Events; Defining Events in Classes; Raising Events; Handling Events; Information Hiding and Access Modifiers; Encapsulation, Aggregation, and References; Summary; Chapter 5: Event Procedures; Worksheet Events; Enable Events; Worksheet Calculate; Chart Events; Before Double Click; Workbook Events; Save Changes; Headers and Footers; Summary; Chapter 6: Class Modules; Creating Your Own Objects Using Collections; Class Module Collection; Trapping Application Events; Embedded Chart Events; A Collection of UserForm Controls; Referencing Classes Across Projects; Summary; Chapter 7: Writing Bulletproof Code; Using Debug.Print; Using Debug.Assert; A Brief Exemplar of PC Debugging; Creating Reusable Tools with the Debug Object; Tracing Code Execution; Trapping Code Execution Paths; Asserting Application Invariants; Raising Errors; Writing Error Handlers; On Error Goto Line Number; On Error Resume Next; On Error GoTo 0; Using the Err Object; Scaffolding; Writing to the EventLog; Summary; Chapter 8: Debugging and Testing; Stepping Through Code; Running Your Code; Stepping into Your Code; Step Over; Step Out; Run to Cursor; Set Next Statement; Show Next Statement; Using Breakpoints; Using Watches; Add Watch; Edit Watch; Quick Watch; Locals Windows; Testing an Expression in the Immediate Window; Resources for Finding Definitions; Edit => Quick Info; Edit => Parameter Info; Edit => Complete Word; Edit => List Properties/Methods; Edit => List Constants; Edit => Bookmarks; View => Definition; View => Object Browser; Viewing the Call Stack; Asserting Application Invariants; Summary; Chapter 9: UserForms

Sommario/riassunto

What is this book about? Excel 2003 VBA Programmer's Reference is an updated and expanded version of the two previous editions now with a reference section downloadable from the Web for easy perusal. The book is aimed at Excel users who want to gain more control over their spreadsheets using VBA or who want to develop Excel applications for other users. The book starts with a primer chapter focused on bringing the readers up to speed with Excel and VBA. From there, the book expands to focus on major issues faced by advanced Excel users and developers. What does this book c
