

1. Record Nr.	UNINA9910456026503321
Autore	Hansen Steve
Titolo	Mastering Excel 2003 [[electronic resource]] : programming with VBA / / Steven M. Hansen
Pubbl/distr/stampa	San Francisco, : SYBEX, 2004
ISBN	1-280-52218-6 9786610522187 0-7821-5105-1 1-4175-0798-5
Descrizione fisica	1 online resource (606 p.)
Disciplina	005.369 005.54
Soggetti	Business - Computer programs Electronic spreadsheets Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents; Introduction; Part 1 Introduction to Excel Development; Chapter 1 Excel as a Development Platform; Who Develops in Excel?; What Is an Excel Application?; Why Use Excel?; Stop When You See Red; Summary; Chapter 2 Getting to Know Your Environment; One Exceptional Editor; Managing Your Modules; Optimizing Your Editor; Helpful Editor Features; Understated Features of the Code Window; Object Inspection Using the Object Browser; Obtaining Help Has Never Been So Easy; Securing Your Project; Quick Code Navigation; Summary; Chapter 3 Getting Started with VBA; Thinking Like a Computer VBA Building BlocksVariables Are the Elements You Interact With; Operators; Directing Your Program with Statements; Basic Array Usage; Objects-A Human-Friendly Way to Think of Bits and Bytes; Summary; Chapter 4 Debugging Tactics that Work; A Bug Epidemic; Debugging Weapons in the VBE; A Simple Debugging Methodology; Implementing Simple Error Handling; Summary; Part 2 Mastering the Excel Object Model; Chapter 5 Exploring the Application Object; A Bird's-Eye View of the Application Object; Display-Oriented Features You Have to Know;

Display-Oriented Features That Are Nice to know
Convenient Excel Object PropertiesCommon File Operations Simplified; Inspecting Your Operating Environment; Two Useful Bonus Members; Summary; Chapter 6 Working with the Workbook Object; Walk before You Run: Opening and Closing Workbooks; Is That Workbook Open?; Untangle Links Programmatically (Part I); Plain Vanilla Workbook Properties; Respond to User Actions with Events; Summary; Chapter 7 Winning with Worksheets; Setting the Stage; Validating Your Worksheets before Using Them; Now You See It, Now You Don't; Lock Up Your Valuables; Managing Workbook Worksheets
Expounding on Worksheet EventsSummary; Chapter 8 The Most Important Object; Referring to Ranges; Finding My Way; Input Easy; Output Easier; Summary; Chapter 9 Practical Range Operations; Data Mobility with Cut, Copy, and Paste; Find What You Are Seeking; Don't Like It? Change It with Replace; Would You Like Special Sauce with That?; CurrentRegion: A Useful Shortcut; Sorting Lists Simplified; Summary; Chapter 10 Exploring Other Excel Objects; Make a Good First Impression; Chart Manipulation; Summary; Part 3 Advanced Excel Programming Techniques; Chapter 11 Developing Class Modules
Class Modules Are for Creating ObjectsA Linguistic Foundation; What's the Big Deal? Why Use Objects?; Creating a Simple Object; Using Your Object; A Better, Smarter Object; An Object Showdown; Collecting Your Objects; Implementing More Accurate Properties; Summary; Chapter 12 Adding User Personalization to Your Application; The Need for Persistence; Class Semi-Specification; Planning the Plumbing; Security Considerations; The Setting Class; Collect Those Setting Objects with Settings; Pseudo? Says Who?; Put Those Settings to Work; Summary; Chapter 13 Excel Development Best Practices
Deactivate Activate

Sommario/riassunto

Create Powerful Business Applications with Excel 2003 Excel 2003 is an ideal application development platform for all levels of business needs. If you're an advanced Excel user looking to gain programming experience, or a skilled developer new to Excel or the Excel Object Model, this no-nonsense book teaches you how to build custom applications that can generate substantial time and cost savings for you, your employer, and your customers. Written by a professional with nearly a decade of experience producing Excel/VBA solutions, Mastering Excel 2003 Programming with VBA conve