**Module 3b Documentation**

**Skills**

**Part 5 Minimums**

* **Macros**
  + **Game Input**
    - *Report Game*
      * Sends the current data on the Game Input Form into the Game Logs Worksheet, reformats, and returns to the Game Input Worksheet.
    - *Clear Form*
      * Clears the current form, leaving the result, home/away, and opponent the same.
  + **Game Logs**
    - *Season 2023, 2022, All*
      * Filters the current Game Logs data to display the selected season only. All returns to all seasons.
    - *Splits Home, Away, All*
      * Filters the current Game Logs data to display the selected split only. All returns to all games.
  + **Single Year Analysis**
    - *Refresh Data*
      * Provides a quick button to refresh the data which the pivot tables draw from
* **Conditional Formatting**
  + **Game Logs**
    - Green and Red Fill to indicate Win or Loss
    - Blue Fill when the Rays score 6 or more runs in a game
    - Color scale on strikeout column, low to high follows green to red gradient
* **Chart Variety**
  + **Analysis Worksheets**
    - Bar, Column, Pie charts in the form of Pivot Charts
* **Data Validation**
  + **All Blue filled cells on Game Input, these are meant to accept the input**
* **Scenario Manager**
  + **Clear Form Macro**
    - Uses scenario manager to clear the entry form
* **Form -> Table Population**
  + **Report Game Macro**
    - Populates the Game Logs Worksheet
* **Pivot Tables, Charts, Slicers**
  + **Analysis Tab**
    - Some charts have Slicers, most have timelines

**Module 1 Techniques, Formulas**

* **Table, Format**
  + Game Logs data
* **Bar Chart**
  + Slash Stats on Single Year Analysis
* **Data Entry Form**
  + Game Input Worksheet
* **Worksheet Tab Color**
* **Forced Text Wrap**
  + Cell B1 on Game Logs: “Home Away”
* **Shape, modified format**
  + All macro buttons
* **Today Formula**
  + Cell A2, Documentation Worksheet
* **Hidden Columns, Rows**
  + Input Back End Columns D, G
* **Freeze Panes**
  + Headers on Game Logs Data
* **Named Range**
  + RaysData, in Game Logs
* **Note**
  + Cell M16, Game Input, indicates that singles cell operates on a formula
* **Filter a Table**
  + Filtering macros in Game Logs
* **Formula including a cell from another worksheet**
  + Input Back End row creation
* **Xlookup, If not found**
  + Input Back End row creation, Cell L3