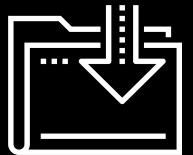


Data Boot Camp  
Lesson 2.1

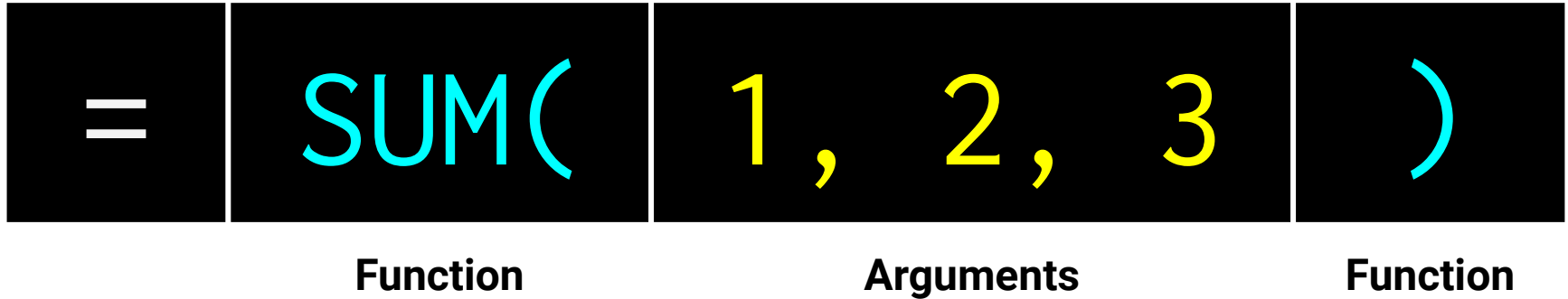


# Introduction to Programming Logic

# Ooh, Coding! (Sort of...)

---

In a way, using Excel has introduced you to a sort of proto-programming. When writing scripts in VBA, you will rely on **functions** (methods) that do something to or with **arguments**.



# How a Computer Thinks (Procedurally)

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Every problem in software development begins with a complex and abstract real-world need.

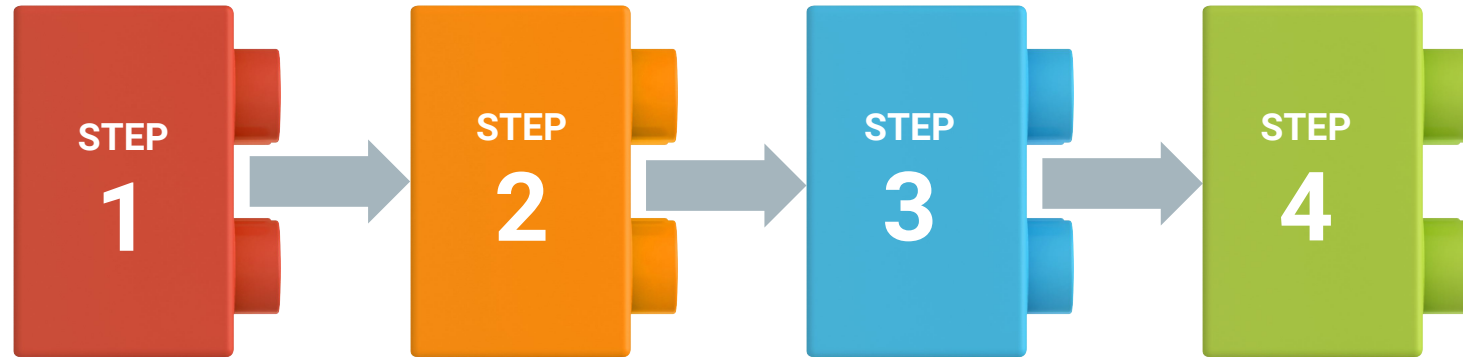


# How a Computer Thinks (Procedurally)

---

In order for a computer to interpret it, the real-world problem must be broken down into a set of procedural steps.

**Complex Real-World Problem**



# How Code Is Written (Procedurally)

Code (Python)

```
# STEP 1
# -----
thingamagig = 500
doodad = 500

# STEP 2
# -----
combinedThing = thingamagig + doodad

# STEP 3
# -----
runContraption(combinedThing)

# STEP 4
# -----
resetContraption()
```





# When Procedures Aren't Enough... We Need More Tools!

Code (Python)

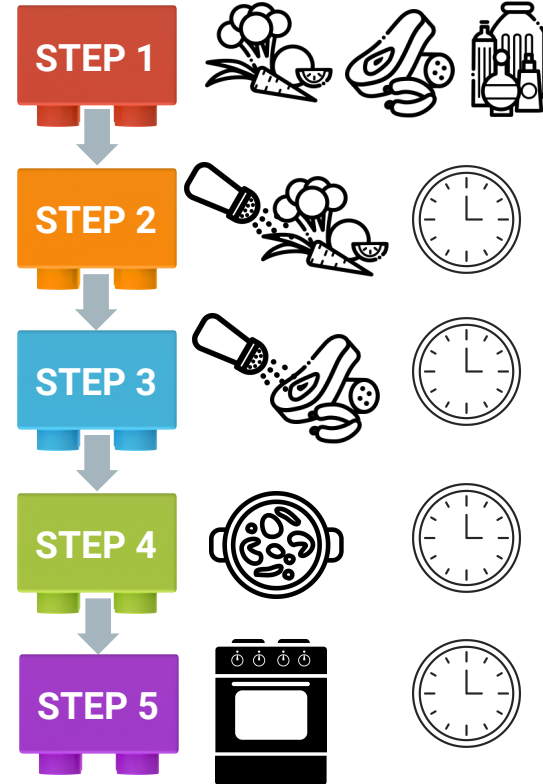
```
# STEP 1
# -----
ingredient1 = vegetables
ingredient2 = meat
ingredient3 = spices

# STEP 2
# -----
season(vegetables)

# STEP 3
# -----
season(meats)

# STEP 4
# -----
stirfry(vegetables)

# STEP 5
# -----
roast(meats)
```



# Fundamental Tools of Programming

---

These structures are found in nearly all programming languages:



Conditionals



Iterations



Functions



Variables/Arrays



# To Make Vegemite on Toast

---



# To Make Vegemite on Toast

---

## Logical Procedure:

01 Get bread, butter, and Vegemite from pantry.

02 Lay out bread on table.

03 Open your butter and Vegemite jar.

04 Get spreading knife.

05 Toast bread to your desire.

06 Use knife to spread butter.

07 Use knife to spread thin layer of Vegemite.

# Fundamental Tools Can Help Make our Vegemite on Toast

---

We use these tools as building blocks to make an ideal sandwich procedure:



**Conditionals**—If butter is too thin, use less spread.



**Iterations**—While there is more unbuttered area of toast, add more butter.



**Functions**—Spread the condiments using a knife.



**Variables/Arrays**—The ingredients are bread, butter, and Vegemite.

# VBA Building Blocks



# Variables and Arrays

# Variables: The Nouns of Code

---

- **Variables** are effectively the items in a procedure.
- They can be **physical things** (like an ingredient) or **abstractions** (like a counter).
- In VBA, items can be **declared** as variables by using **dim** followed by the type. Then they can be **assigned** a value.

## Variable Declaration

```
dim ing1 as String
dim ing2 as String
dim budget as Double
```

## Variable Assignment

```
ing1 = "Vegemite"
ing1 = "Butter"
budget = 5.00
```

# Array: A Collection of Items

---

Arrays are effectively **groups** of related items. They present another way to store and reference similar pieces of information.

Item 0

["Vegemite",

Item 1

"Butter",

Item 2

"Bread"]

```
dim ingredients(0 to 2) as String
```

```
ingredients(0) = "Vegemite"
```

```
ingredients(1) = "Butter"
```

```
ingredients(2) = "Bread"
```



# Conditionals

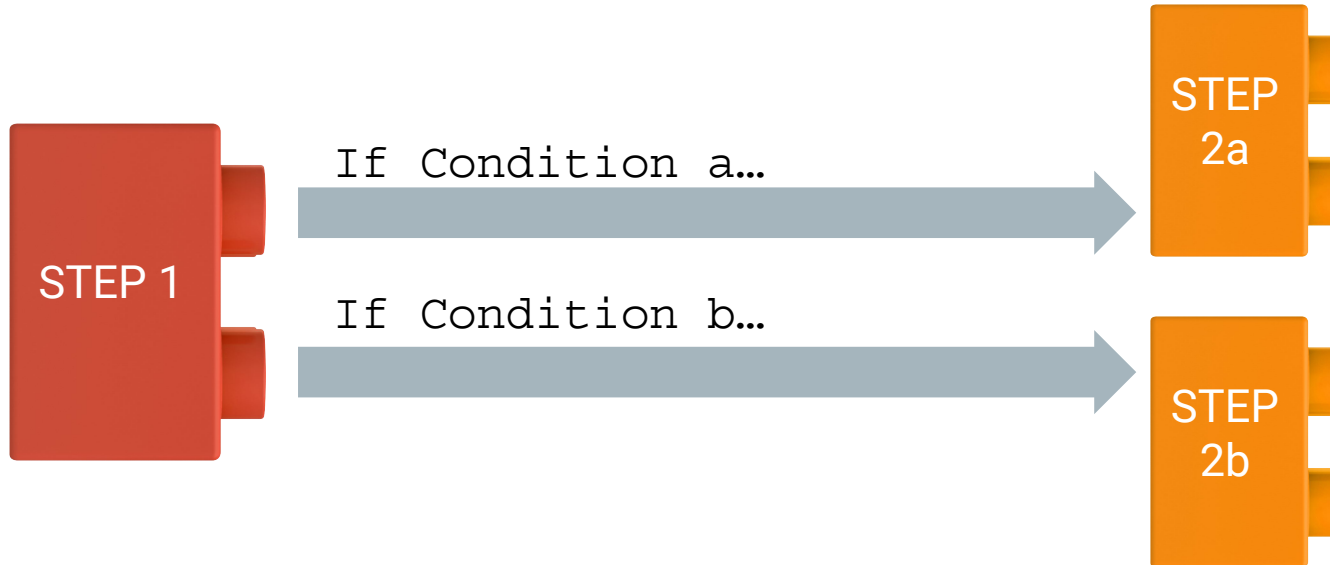
# Conditionals: If This, Then That



**Conditionals** can control the flow of logic based on certain conditions being met.



In most languages, you use **if/else** code for this purpose.



# Conditionals: If This, Then That

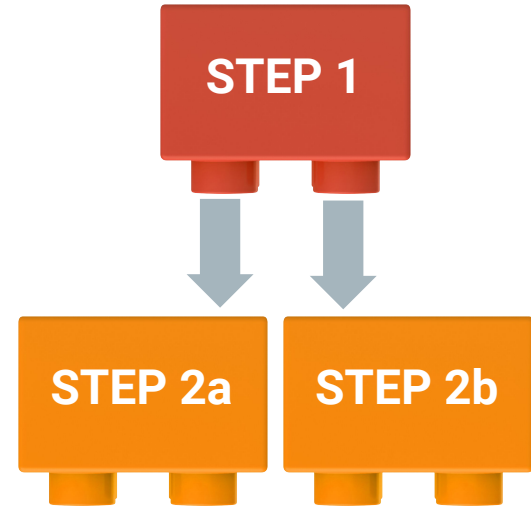


In VBA, conditionals are declared using the keywords **If**, **Then**, **Elseif**, **Else**, and **End if**.



VBA lets us create far more sophisticated conditional logic than with Excel formulas alone.

```
If (btThickness > 1.0) Then  
    stopSpreading()  
  
Else  
    stopMore()  
  
End if
```



# Iteration (Looping)

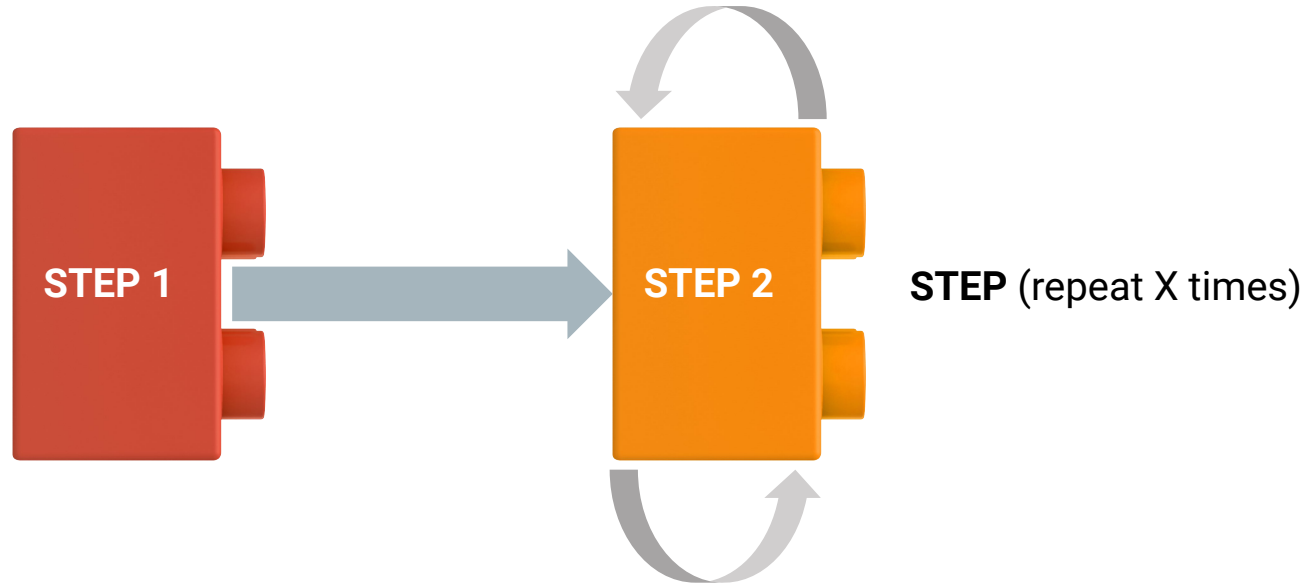
# Iteration: Round and Round We Go!



**Iteration** is the concept of using loops to perform a group of tasks repeatedly a number of times.



Almost all programming languages use **for loops** and **while loops** for iteration.



# Iteration: Round and Round We Go!

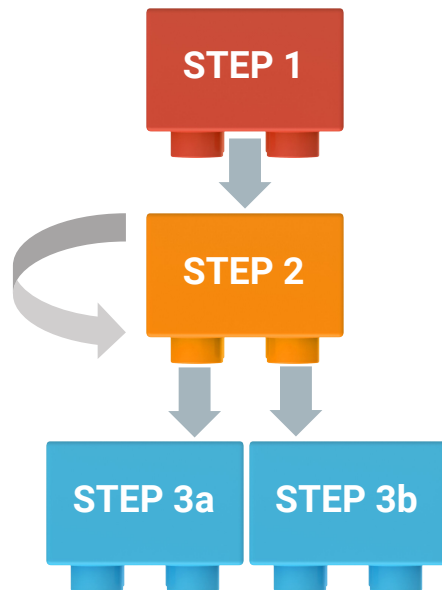
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This code will make more sense later. Basically, it's the VBA way of repeating the same block multiple times.

```
' Repeat the same step until i becomes 20  
For i = 0 to 20  
  
    ' Each time spread more  
    spreadMore()  
  
    ' Add one to the value of i each time  
Next i
```

# Build the Program!

```
1  ' Get ingredients
2  dim ing1, ing2, ing3 as String
3  ing1 = "Vegemite"
4  ing2 = "Butter"
5  ing2 = "Bread"
6
7  ' Repeat this spreading process a max of 5 times
8  for i = 1 to 5
9
10     ' Each time, check that you haven't spread too much.
11     if vegemiteThicknewss >= 1.0 then
12
13         ' If you have spread too much, stop spreading.
14         stopSpreading()
15
16     ' Otherwise...
17     else:
18
19         ' Keep spreading.
20         SpreadMore()
21     end if
22
23 next i
```



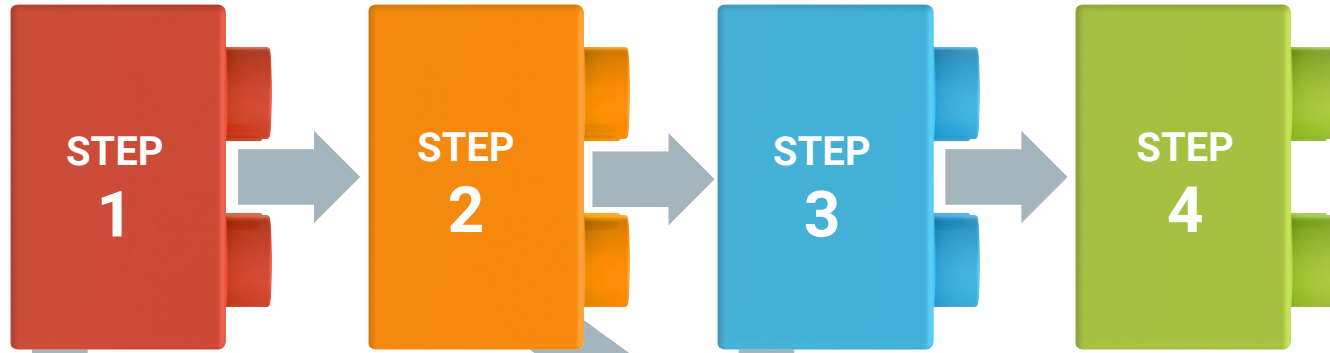


# Functions

# Functions: When One Block Can't Do It All!

In essence, **functions** are a sort of sub-process. They let you create premade, reusable blocks of code that can be called on demand.

Main Process



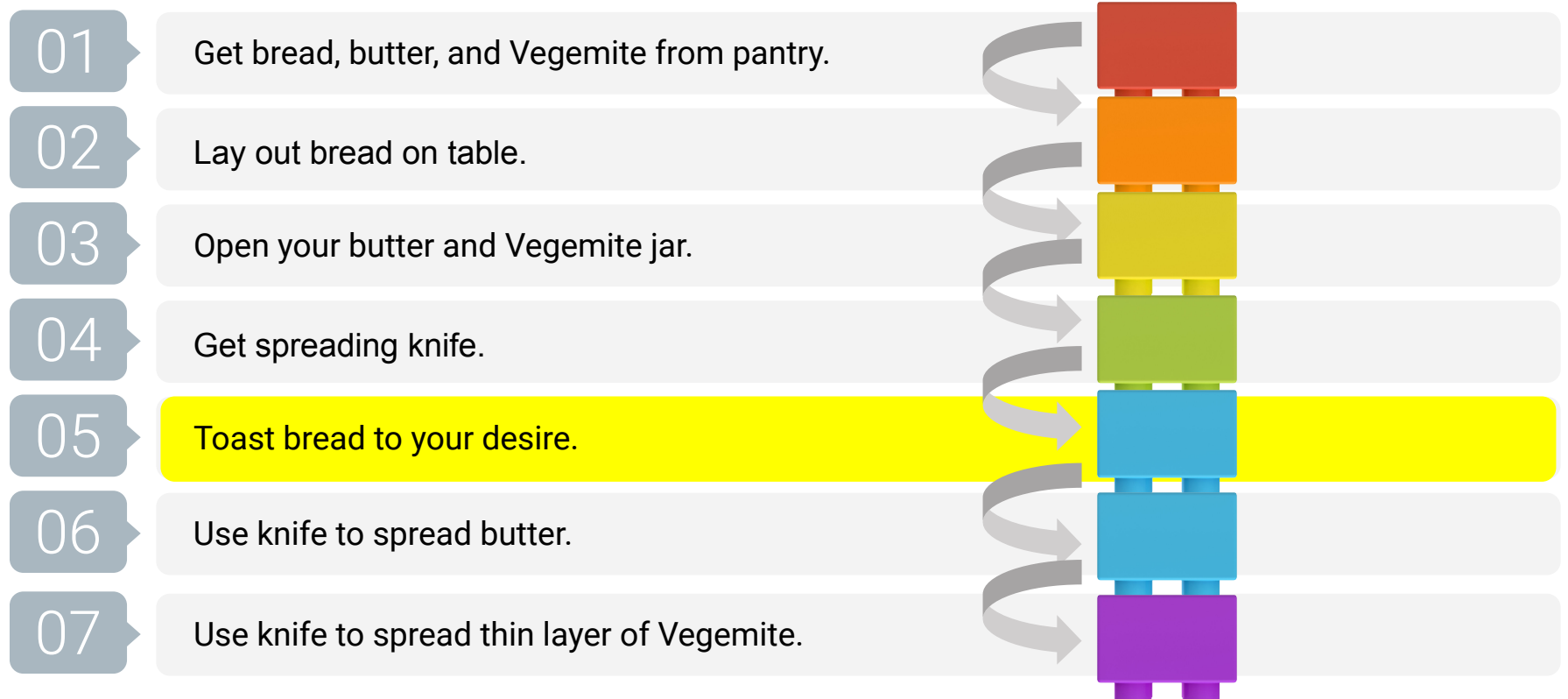
Sub-Processes



# Putting It All Together

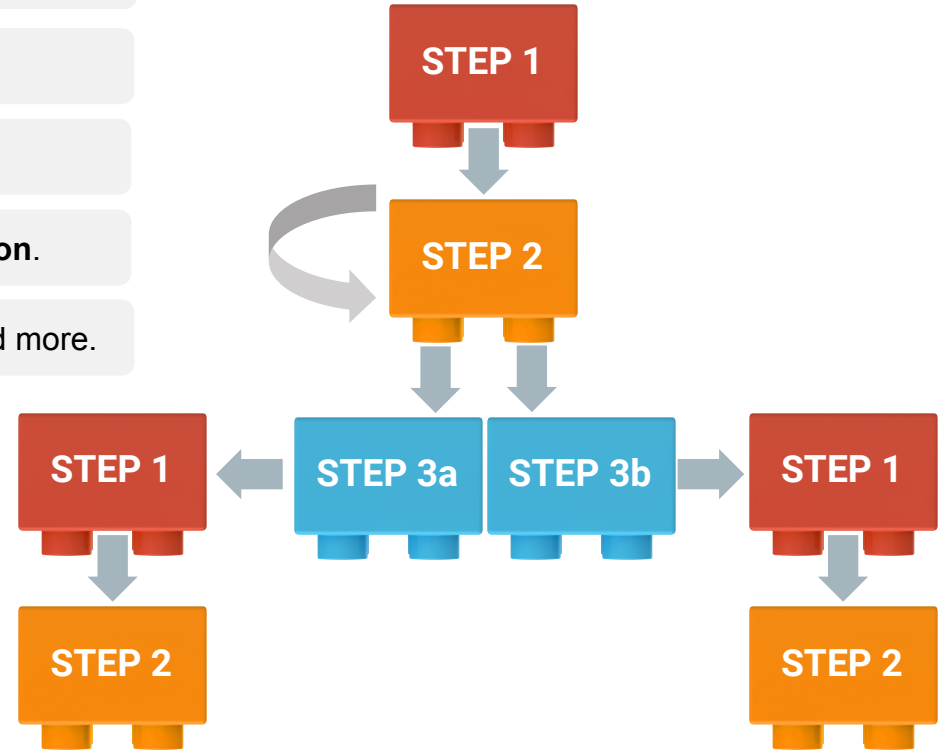
# To Make Vegemite on Toast

## Logical Procedure:



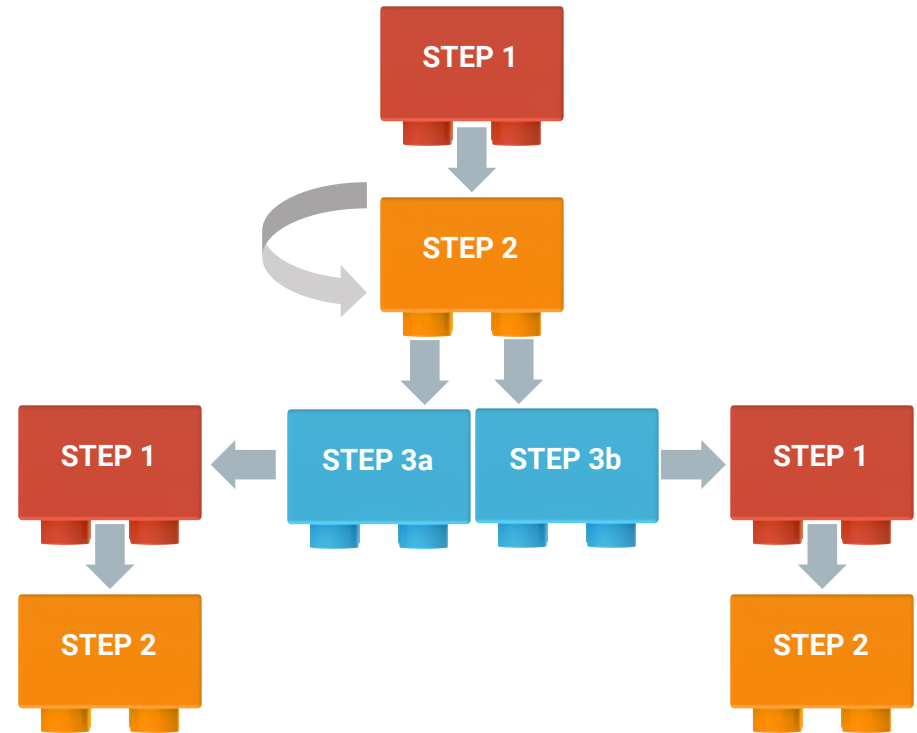
# To Make Vegemite on Toast (One Full Set of Logic Steps)

- 01 Get items.
- 02 **Repeatedly** 'spread the butter'.
- 03 Check if thickness **condition** is met.
- 3a If thickness condition is met, run stop **function**.
- 3b If thickness condition is **not** met, then spread more.



# To Make a Sandwich (in Code)

```
1 Sub vegemite ():
2
3 ' Get Ingredients
4 dim ing1, ing2 as String
5 ing1 = "Vegemite"
6 ing2 = "Butter"
7
8 ' Repeat the spreading process a max of five times
9 for i = 0 to 0
10
11 ' Each time, check that you haven't spread too much.
12 if (vegemiteThickness > 1.0){
13
14 ' if you have spread too much, stop spreading.
15 stopSpreading()
16 }
17
18 ' Otherwise
19 else
20
21 ' Keep spreading.
22 keepSpreading()
23
24 end if
25
26 next i
27
28 End Sub
29
30 ' Define the spreadMore function
31 Sub SpreadMore()
32
33 ' Use another set of sub-functions to move the knife
34 dipIntoVegemite()
35 horizontalShiftKnife()
36
37 End Sub
```



# Big Picture!

---

Coding = creating building blocks and putting them together





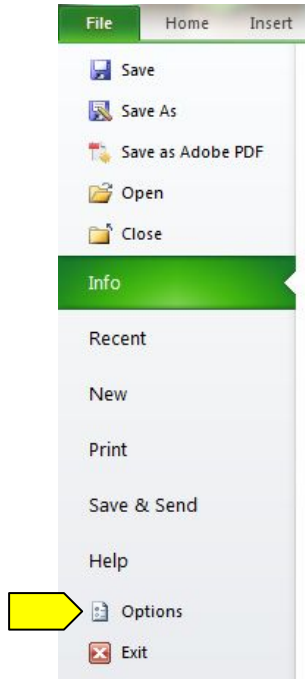


Let's Get Coding!

# Add Developer Tools: Windows

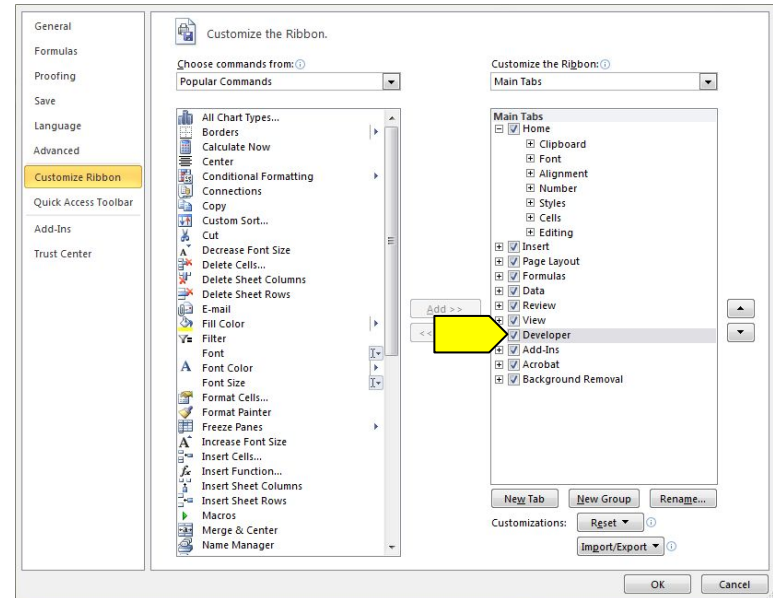
01

Go to **File > Excel Options**.



02

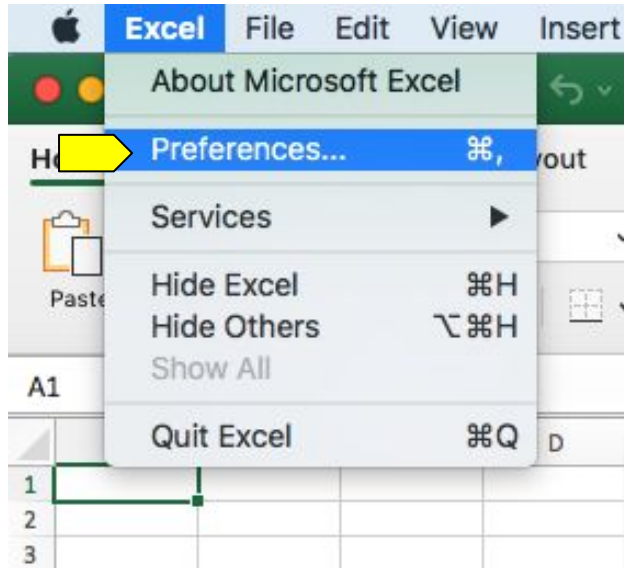
Then go to **Customise Ribbon**, choose **Main Tabs** in the right pane, and make sure **Developer** is checked.



# Add Developer Tools: Mac

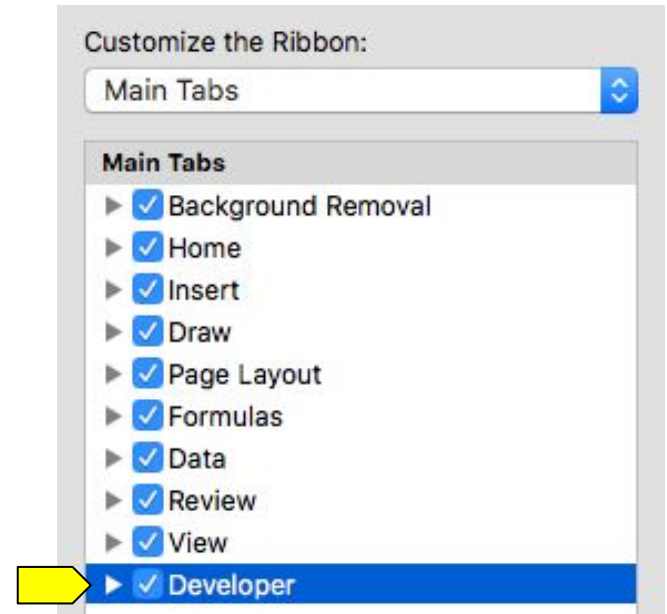
01

Go to **Excel > Preferences**.



02

Then go to **Ribbon & Toolbar**, select **Main Tabs** in the right pane, and make sure **Developer** is checked.



# Questions?

