**Bingo en Excel (VBA)**

Taller°1

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# **Código**

Private Declare PtrSafe Function playSound Lib "winmm.dll" Alias "PlaySoundA" (ByVal lpszName As String, ByVal hModule As LongPtr, ByVal dwFlags As Long) As Boolean  
Const SND\_SYNC = &H0  
Const SND\_ASYNC = &H1  
Const SND\_FILENAME = &H20000  
  
Function SoundMe()  
 ubicacion = ThisWorkbook.Path + "\media\Ruleta.wav"  
 Call playSound(ubicacion, 0, SND\_ASYNC Or SND\_FILENAME)  
End Function  
  
Sub sortear\_numeros()  
 casillas = Worksheets("Bingo").Cells(5, 2).Value  
 If casillas > 0 Then  
 Call imprimir  
 End If  
 Active = True  
 Do While Active = True  
 columna = Int(15 \* Rnd) + Worksheets("Bingo").Cells(2, 2).Value  
 fila = Int(5 \* Rnd) + Worksheets("Bingo").Cells(3, 2).Value  
 balota = Worksheets("Bingo").Cells(4, 2).Value  
 num = Worksheets("Bingo").Cells(fila, columna).Value  
 temp = True  
 For x = 0 To balota + 1  
 If num = Worksheets("Bingo").Cells(x + 7, 1) Then  
 temp = False  
 End If  
 Next x  
 If temp = True Then  
 Active = False  
 End If  
 Loop  
 If temp = True Then  
 Call SoundMe  
 Application.Wait (Now + TimeValue("00:00:03"))  
 Call llamar  
 Worksheets("Bingo").Cells(balota + 7, 1) = num  
 Worksheets("Bingo").Cells(fila, columna).Interior.Pattern = xlPatternLinearGradient  
 Worksheets("Bingo").Cells(fila, columna).Interior.Gradient.Degree = 90  
 Worksheets("Bingo").Cells(fila, columna).Interior.Gradient.ColorStops(1).Color = RGB(243, 172, 0)  
 Worksheets("Bingo").Cells(fila, columna).Interior.Gradient.ColorStops(2).Color = RGB(170, 120, 0)  
 Worksheets("Bingo").TextBox1.Text = Worksheets("Bingo").Cells(fila, Worksheets("Bingo").Cells(2, 2).Value - 1)  
 If num < 10 Then  
 Worksheets("Bingo").TextBox2.Text = 0  
 Worksheets("Bingo").TextBox3.Text = Right(num, 1)  
 End If  
 If num > 9 Then  
 Worksheets("Bingo").TextBox2.Text = Left(num, 1)  
 Worksheets("Bingo").TextBox3.Text = Right(num, 1)  
 End If  
 End If  
End Sub  
Sub imprimir()  
 For j = 0 To 4  
 columna = Worksheets("Bingo").Cells(2, 2).Value  
 fila = Worksheets("Bingo").Cells(3, 2).Value + j  
 Sum = j \* 15  
 For x = 1 To 15  
 Worksheets("Bingo").Cells(fila, columna).Value = x + Sum  
 columna = columna + 1  
 Next x  
 Next j  
End Sub  
  
Sub resetear()  
 For j = 0 To 4  
 columna = Worksheets("Bingo").Cells(2, 2).Value  
 fila = Worksheets("Bingo").Cells(3, 2).Value + j  
 For x = 1 To 15  
 Worksheets("Bingo").Cells(fila, columna).Value = ""  
 Worksheets("Bingo").Cells(fila, columna).Interior.Pattern = xlPatternLinearGradient  
 Worksheets("Bingo").Cells(fila, columna).Interior.Gradient.Degree = 90  
 Worksheets("Bingo").Cells(fila, columna).Interior.Gradient.ColorStops(1).Color = RGB(160, 160, 160)  
 Worksheets("Bingo").Cells(fila, columna).Interior.Gradient.ColorStops(2).Color = RGB(198, 198, 198)  
 columna = columna + 1  
 Next x  
 Next j  
 For x = 0 To 75  
 Worksheets("Bingo").Cells(x + 7, 1).Value = ""  
 Next x  
 Worksheets("Bingo").TextBox1.Text = ""  
 Worksheets("Bingo").TextBox2.Text = ""  
 Worksheets("Bingo").TextBox3.Text = ""  
End Sub  
Sub barajar()  
 columna = Int(15 \* Rnd) + Worksheets("Bingo").Cells(2, 2).Value  
 fila = Int(5 \* Rnd) + Worksheets("Bingo").Cells(3, 2).Value  
 letra = Worksheets("Bingo").Cells(fila, Worksheets("Bingo").Cells(2, 2).Value - 1).Value  
 num = Worksheets("Bingo").Cells(fila, columna).Value  
 Worksheets("Bingo").TextBox1.Text = letra  
 If num < 10 Then  
 Worksheets("Bingo").TextBox2.Text = 0  
 Worksheets("Bingo").TextBox3.Text = Right(num, 1)  
 End If  
 If num > 9 Then  
 Worksheets("Bingo").TextBox2.Text = Left(num, 1)  
 Worksheets("Bingo").TextBox3.Text = Right(num, 1)  
 End If  
End Sub  
  
Sub llamar()  
 For i = 1 To 110  
 Call barajar  
 Dim t As Long  
 t = Timer 'this starts timer  
 Do  
 DoEvents 'execute cell calculations etc to keep things current  
 'Run any other code here if you need to  
 Loop Until Timer - t >= 0.2 'pauses for n seconds, have not tried fractions of a second yet  
 Next i  
End Sub