DSS: Lecture 2 (EBC 2088)

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GENERAL REMARKS:

• Size of a typical database:

• Entries: between 100-200

• Questions: between 15-20

• The schedule of the group meetings

VBA SECURITY: Excel 2010 or 2007

 $\mathsf{File} \to \mathsf{Options} \to \mathsf{Trust}\ \mathsf{Center} \to \mathsf{Trust}\ \mathsf{Center}\ \mathsf{Settings}$

- \rightarrow Macro Settings, and then:
 - normally: "Disable all macros with notification" and "Trust access to the VBA project object model"
 - when complete and want to run: "Enable all macros" and "Trust access to the VBA project object model"

THE VBA EDITOR:

• Menu "Developer" in Excel:

 $\mathsf{File} \to \mathsf{Options} \to \mathsf{Customize} \; \mathsf{Ribbon} \to \mathsf{add} \; \text{``Developer''}$

• Shortcut to editor: ALT + F11

SAVING THE VB FILE:

In a macro enabled file type, normally with extension "xlsm". For example, "myDSS.xlsm".

Remark: older versions of Excel use other extensions.

THE "PROJECT EXPLORER":

- Excel objects
- Userforms main part of programming
- Modules

• inserting a new userform

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- properties specified in the "properties window"
- for instance, changing caption (or even name)
- the toolbox window

Label: To insert text on a userform

Available through the toolbox window. You need to use SHIFT + ENTER for new line.

COMMANDBUTTON: TO EXECUTE COMMANDS AFTER A CLICK

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• inserting a CommandButton

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- changing caption to "Next"

COMMANDBUTTON: TO EXECUTE COMMANDS AFTER A CLICK

- inserting a CommandButton
- changing caption to "Next"
- code of the CommandButton after double click:

Code: (now empty)

Private Sub CommandButton1_Click()

End Sub

SWITCHING BETWEEN TWO USERFORMS:

SWITCHING BETWEEN TWO USERFORMS:

Code for CommandButton in UserForm1:

Code:

Private Sub CommandButton1_Click()

UserForm1.Hide

UserForm2.Show

End Sub

Code for CommandButton in UserForm2:

Code:

Private Sub CommandButton1_Click()

UserForm2.Hide

UserForm1.Show

End Sub

Try to run it from UserForm1 (F5).

DISPLAYING MESSAGES:

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Creating a "Hello" button on UserForm1:

Code:

Private Sub CommandButton2_Click() MsgBox("Hello world!") End Sub

INPUTBOX:

INPUTBOX:

• Asking for a name:

Code:

Private Sub CommandButton2_Click() InputBox("Please type your name") End Sub

INPUTBOX:

• Asking for a name:

Code:

```
Private Sub CommandButton2_Click()
InputBox("Please type your name")
End Sub
```

Using a name:

Code:

```
Private Sub CommandButton2_Click()
inputname = InputBox("Please type your name")
MsgBox("Hello" & inputname)
End Sub
```

INPUTBOX:

Storing a name:

Code:

```
Private Sub CommandButton2_Click()
inputname = InputBox("Please type your name")
MsgBox("Hello " & inputname)
Sheets("UserData").Select
Range("B2").Select
ActiveCell.Value = inputname
End Sub
```

TEXTBOX: TO RETREAVE INFO FROM THE USER

Storing text:

Code:

```
Private Sub TextBox1_Change()
  inputtext = TextBox1.Value
  Sheets("UserData").Select
  Range("B3").Select
  ActiveCell.Value = inputtext
End Sub
```

Alternative code:

```
Private Sub TextBox1_Change()
  inputtext = TextBox1.Value
  Range("Userdata!B3").Value = inputtext
End Sub
```

IF-STATEMENTS:

```
Structure:

If condition1 Then
    actions1

Elself condition2 Then
    actions2
...

Else
    actionsElse

End If
```

- → actions1 is executed if condition1 holds
- ightarrow actions2 is executed if condition1 does not hold but condition2 does
- $\rightarrow \dots$
- \rightarrow actionsElse is executed if none of the conditions holds

IF-STATEMENT EXAMPLE:

Code:

```
Private Sub CommandButton2_Click()
    UserName = Range("UserData!B2").Value
    If UserName = "John Doe" Then
        MsgBox ("You entered 'John Doe"")
    ElseIf UserName <> "" Then
        MsgBox ("Welcome, " & UserName)
    Else
        MsgBox ("You didn't enter your name")
    End If
End Sub
```

WHILE-LOOPS:

Structure:

While condition actions

Wend

It executes actions as long as condition holds.

Note: if condition does not hold in the beginning, then actions are not executed at all.

WHILE-LOOP EXAMPLE:

Code:

```
\label{eq:private_sub} \begin{split} & \mathsf{Private} \; \mathsf{Sub} \; \mathsf{CommandButton3\_Click()} \\ & \; \mathsf{Sheets(``UserData'')}. \mathsf{Select} \\ & \; \mathsf{i} \; = \; 1 \\ & \; \mathsf{While} \; \mathsf{i} \; <= \; 10 \\ & \; \; \mathsf{Range(``D'' \& i)}. \mathsf{Value} \; = \; \mathsf{i} \; * \; 2 \\ & \; \; \mathsf{i} \; = \; \mathsf{i} \; + \; 1 \\ & \; \mathsf{Wend} \\ & \; \mathsf{End} \; \mathsf{Sub} \end{split}
```

FOR-LOOPS:

Structure:

For counter = start To end Step step actions

Next

- Step 1. Sets counter equal to start, and executes actions.
- Step 2. Increases counter with step.
 - If counter is at most end: executes actions, and repeats step 2.
 - Otherwise, stops.

Note: actions executed at least ones. Also, if step equals 1, then it can be omitted.

FOR-LOOP EXAMPLE:

Code:

```
\label{eq:private_sub} \begin{split} & \mathsf{Private} \; \mathsf{Sub} \; \mathsf{CommandButton3\_Click()} \\ & \; \mathsf{Sheets(``UserData'')}. \mathsf{Select} \\ & \; \mathsf{For} \; i = 1 \; \mathsf{To} \; 10 \\ & \; \; \mathsf{Range(``E''} \; \& \; i). \mathsf{Value} = i * 2 \\ & \; \mathsf{Next} \\ & \; \mathsf{End} \; \mathsf{Sub} \end{split}
```

Equivalent code:

```
\label{eq:private_sub_command_button3_Click} Private Sub CommandButton3_Click() Sheets("UserData").Select For i = 2 To 20 Step 2 Range("E" & i / 2).Value = i Next End Sub
```

CHECKBOX: CAN BE CLICKED ON OR OFF

- Value of checkbox: on \rightarrow TRUE, off \rightarrow FALSE
- Adding three checkboxes to UserForm1
- Making sure that at least one is selected:

Code:

```
Private Sub CommandButton1_Click()

If CheckBox1.Value + CheckBox2.Value + CheckBox3.Value = 0 Then MsgBox ("Please select at least one option")

Else
UserForm1.Hide
UserForm2.Show
End If
End Sub
```

Note: FALSE = 0, TRUE = -1.

Equivalent code:

```
Private Sub CommandButton1_Click()

If (CheckBox1.Value = False And CheckBox2.Value = False

no line break And CheckBox3.Value = False) Then

MsgBox ("Please select at least one option")

Else

UserForm1.Hide

UserForm2.Show

End If

End Sub
```

CHECKBOX:

Making sure that at most two are selected:

CHECKBOX:

Storing the value of the CheckBox (TRUE or FALSE):

Code:

```
Private Sub CheckBox1_Click()
Sheets("UserData").Select
Range("C2").Select
ActiveCell.Value = CheckBox1.Value
End Sub
```

CHECKBOX:

Storing special values:

```
Code:
```

```
Private Sub CheckBox1_Click()
Sheets("UserData").Select
Range("C2").Select
If CheckBox1.Value = True Then
ActiveCell.Value = "Yes"
Else
ActiveCell.Value = "No"
End If
End Sub
```

TOGGLEBUTTON: SAME AS CHECKBOX, LOOKS DIFFERENT

- can be clicked on or off
- its value is TRUE or FALSE

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OPTIONBUTTONS: RELATED TO CHECKBOXES

Difference: at most one optionbutton can be clicked "TRUE" per frame (not per userform).

EVENT PROCEDURES:

These are code procedures associated with an event.

In the code window:

- upper-left corner: select the name of control
- upper-right corner: select the action of control

To perform a specific task, you can use a procedure. Two types:

FUNCTIONS: procedures that returns a value

SUBS: procedures that do not return a value

FUNCTIONS: PROCEDURES THAT RETURN A VALUE

- They are stored in Module.
- They can be called from any sub procedure or another function.

Example of calculating the square root:

Function code:

Public Function CalculateSquareRoot(number)
CalculateSquareRoot = Sqr(number)

End Function

If the user is asked to enter a number, you have to verify the input before using this function.

The following code for a CommandButton yields a run-time error if the user enters -2:

Code:

```
Private Sub CommandButton1_Click()
myvar = InputBox("Please enter a positive number")
MsgBox ("The square root is" & CalculateSquareRoot(myvar))
End Sub
```

The following code verifies the input of the user:

Code:

```
Private Sub CommandButton1_Click()

myvar = InputBox("Please enter a positive number")

If (IsNumeric(myvar) And myvar > 0) Then

MsgBox ("The square root is " & CalculateSquareRoot(myvar))

Else

MsgBox ("Wrong input!")

End If

End Sub
```

For subs: Have a look at "subs.xlsm".

References in the reader:

- Introduction: section 7, page 6
- Userforms: section 7.1, including 7.1.1
- Functions: section 7.2
- IF-statement and Loops: section 7.3
- Toolbox: within section 7.6
 - Label: subsection 1
 - CheckBox: subsection 2
 - ToggleButton: subsection 3
 - OptionButton: subsection 4
 - TextBox: subsection 5
- Event procedure: section 7.7