

COMP1022Q  
Introduction to Computing with Excel VBA

# Using a Shape as a Button

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# Outcomes

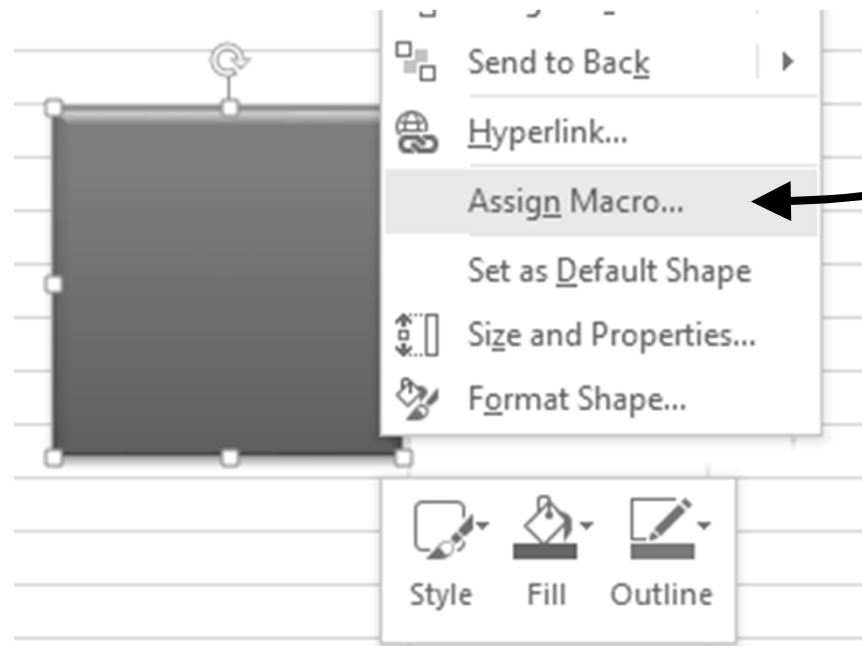
- After completing this presentation, you are expected to be able to:
  1. Understand how to trigger a VBA macro by clicking on a shape

# Using Macros on Excel Shapes

- Here we look at using shapes so they act as buttons which trigger some VBA code
- To do that we need to:
  1. Assign a macro to a shape in the worksheet
  2. Write the VBA code to do whatever you want when the shape is clicked

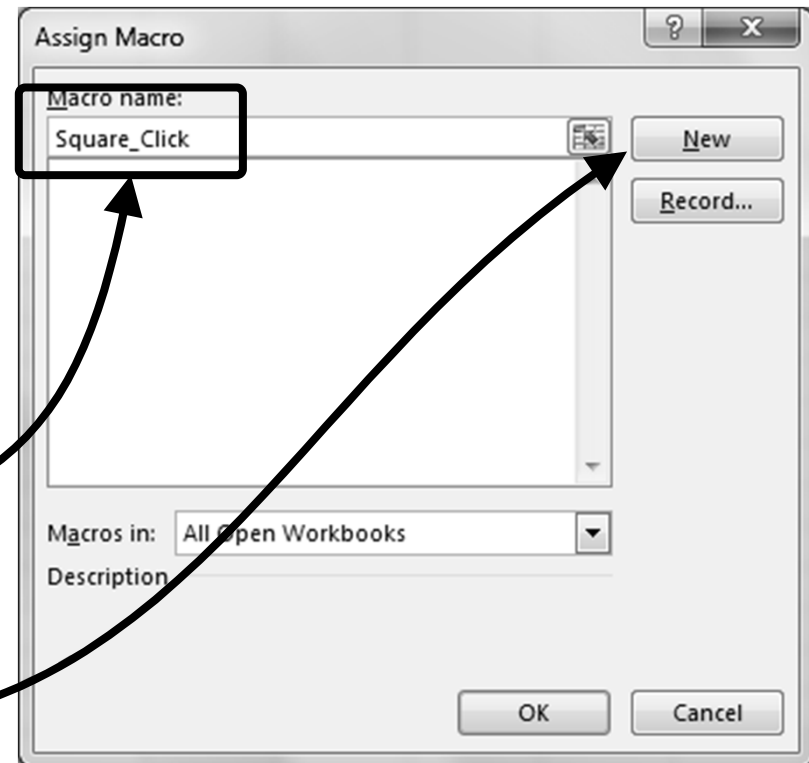
# Assigning a Macro to a Shape

- For example, we can assign a macro to the square shape shown below by right-clicking on the shape and selecting *Assign Macro...*



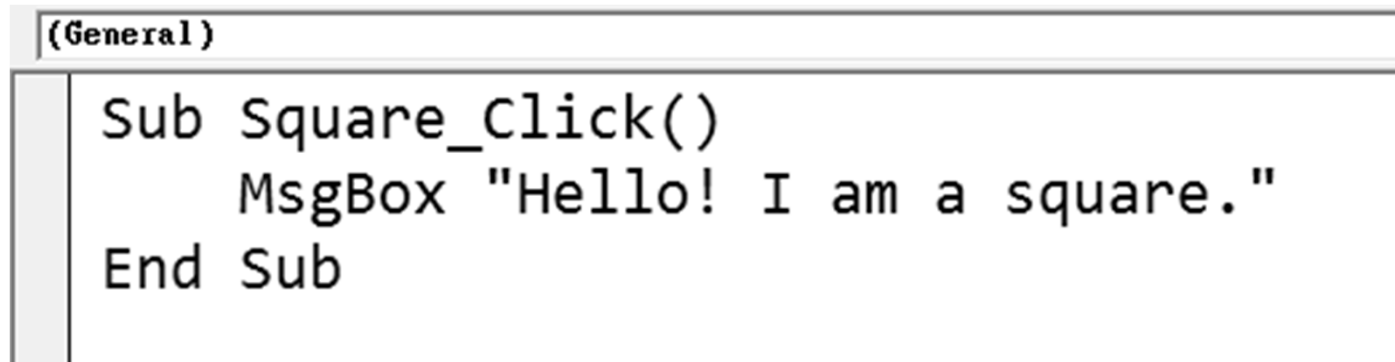
# Creating a New Macro 1/2

- In the assign macro window you can select an existing macro or create a new one
- For example, we can enter a name for a new macro and then click on *New* to create the new one



# Creating a New Macro 2/2

- You can then write the content of your macro, for example, like this:



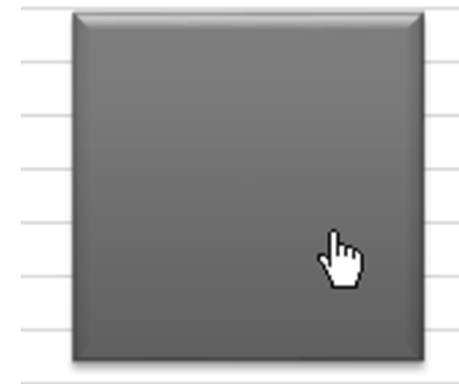
The image shows a screenshot of a VBA macro editor window. The window has a tab labeled "(General)". Inside the editor, the following VBA code is written:

```
Sub Square_Click()  
    MsgBox "Hello! I am a square."  
End Sub
```

- The macro will run when you click on the shape assigned with the macro

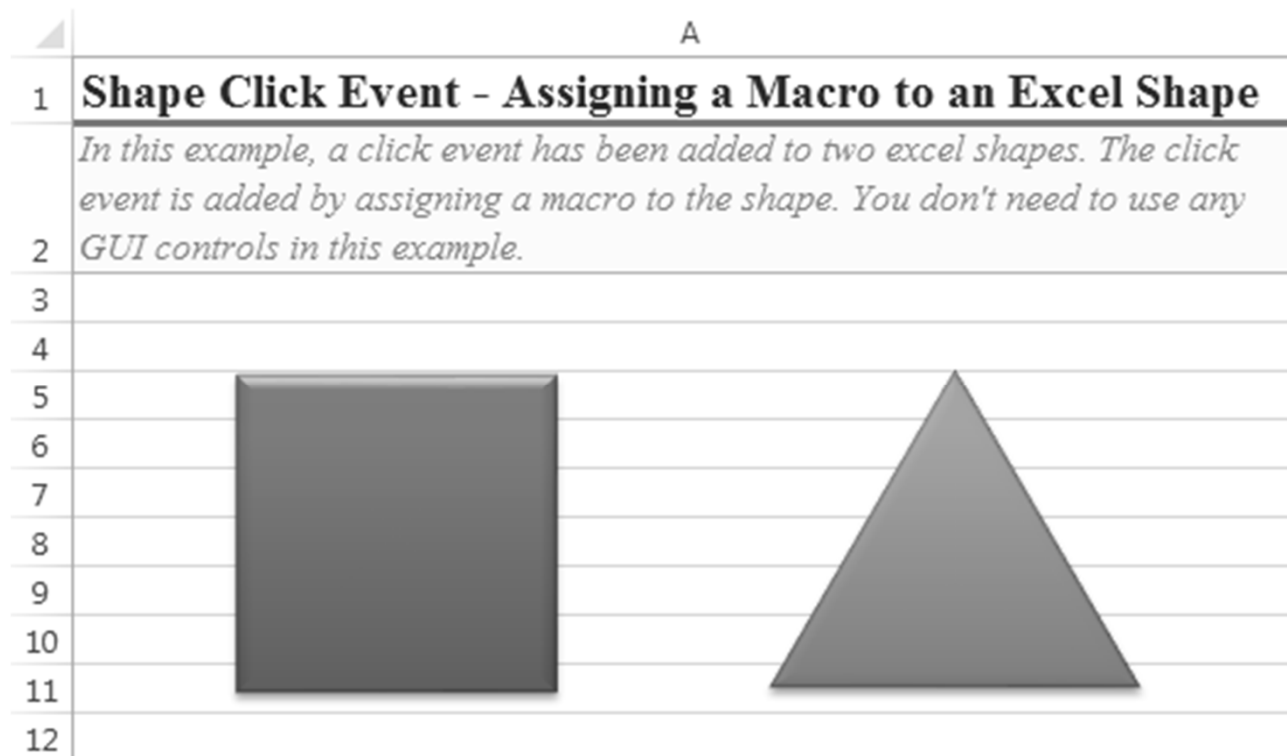
# Shapes Assigned with a Macro

- If you want to know whether a shape has been assigned with a macro, you can move the mouse over the shape
- If a shape has been assigned a macro then the mouse pointer will change to a finger, like this:



# An Example

- In our example, we have two shapes
- Each of them is assigned with a macro





# Running the Example

- Clicking on the square will give you a message box like this:



- Similarly, clicking on the triangle gives you this message box:

