

COMP2012H Honors Object-Oriented Programming and Data Structures

Syntax Comparison between VBA and C++: Basics and Program Flow Control

The purpose of this set of notes is to help you quickly transfer your basic knowledge of VBA to that of C++. Please note that it is not a complete summary of our lecture notes. For all the C++ features discussed in COMP2012H, you have to carefully study the lecture notes on our course website.

In VBA	In C++
Hello Word Program	
<pre>Private Sub Workbook_Open() MsgBox "Hello World!" ' Showing a message End Sub</pre>	<pre>/* * File: hello_world.cpp * A common program used to demo a new language */ #include <iostream> using namespace std; int main() { cout << "Hello world" << endl; return 0; }</pre>
Executing a VBA code <ul style="list-style-type: none">The event handler will be executed automatically when an event occurs.Or, run (apply) a macro	Executing a C++ program <ol style="list-style-type: none">compile the program: g++ -o hello_world.out hello_world.cppexecute the program: hello_world.out
Basic Output	
To show a message “abc” with a newline character: <pre>MsgBox "abc"</pre>	To show a message “abc” with a newline character: <pre>cout << "abc" << endl;</pre> <p>where <code>endl</code> means “end of the line”. Or, <pre>cout << "abc\n";</pre></p>
Comments	
<ul style="list-style-type: none">for one line of comment only: <pre>' ...</pre>	<ul style="list-style-type: none">for one or more lines of comments: <pre>/* ... */</pre>for one line of comment only: <pre>// ...</pre>
Statements	
<ul style="list-style-type: none">A statement is a line of code.Only those extra blanks and tabs are ignored.If the line of the statement is too long, one may break it into several lines using “_”. <p>For example:</p> <pre>MsgBox "Hello" & _ " world" MsgBox "!"</pre>	<ul style="list-style-type: none">Each statement ends in a semicolon “;”Extra blanks, tabs, lines are ignored.More than one statement can be on one line.A statement may be spread over several lines. <p>For example:</p> <pre>cout << "Hello" << " world"; cout << "!" << endl;</pre>

Variables	
<ul style="list-style-type: none">Basic Data Types:<ul style="list-style-type: none">Integer: <code>Integer</code>, <code>Long</code> Examples of values: 0, 1, 100, -101, ...Floating point: <code>Single</code>, <code>Double</code> Examples of values: 0.5, -123.908232String: <code>String</code> Examples of values: "A", "abc", "comp 2012h", ...Boolean: <code>Boolean</code> Examples of values: <code>True</code>, <code>False</code>Variant: <code>Variant</code>Variables can be created for different types by using the keyword <code>Dim</code>. For examples: <pre>Dim num1 As Integer num1 = 100 ' Integer data type Dim num2 As Double num2 = 0.05 ' Double data type</pre>	<ul style="list-style-type: none">Basic Data Types:<ul style="list-style-type: none">Integer: <code>short</code>, <code>int</code>, <code>long</code>, <code>long long</code>, etc. Examples of values: 0, 1, 100, -101, ...Floating point: <code>float</code>, <code>double</code>, <code>long double</code>, etc. Examples of values: 0.5, -123.908232Character: <code>char</code> Examples of values: 'A', 'a', 'B', 'b', ...Boolean: <code>bool</code> Examples of values: <code>true</code>, <code>false</code>Variables have to be declared and defined. For examples: <pre>int num1; num1 = 100; double num2 = 0.05;</pre>
if Statement	
<pre>If (<bool-expr>) Then <stmt> End If</pre>	<pre>if (<bool-expr>) <stmt></pre>
<pre>If (<bool-expr>) Then <stmt(s)> End If</pre>	<pre>if (<bool-expr>) { <stmt(s)> }</pre>
<pre>If (<bool-expr>) Then <stmt> Else <stmt> End If</pre>	<pre>if (<bool-expr>) <stmt> else <stmt></pre>
<pre>If (<bool-expr>) Then <stmt(s)> Else <stmt(s)> End If</pre>	<pre>if (<bool-expr>) { <stmt(s)> } else { <stmt(s)> }</pre>
<pre>if (<bool-expr>) Then <stmt(s)> ElseIf (<bool-expr>) Then <stmt(s)> Else <stmt(s)> End If</pre>	<pre>if (<bool-expr>) { <stmt(s)> } else if (<bool-expr>) { <stmt(s)> } else { <stmt(s)> }</pre>

<p>Note: Blocks are identified by End If, ElseIf, Else. For example:</p> <pre>Dim x As Integer x = -5 Dim Result As String If x > 0 Then Result = "x is positive" If x Mod 2 Then Result = Result + " and odd." Else Result = Result + " and even." End If ElseIf (x < 0) And (x Mod 2) Then Result = "x is negative and odd." ElseIf (x < 0) And (Not (x Mod 2)) Then Result = "x is negative and even." Else Result = "x is zero." End If MsgBox Result</pre>	<p>Note: Blocks are identified by pairs of braces ({}). For example:</p> <pre>int x = -5; if (x > 0) { cout << "x is positive"; if (x % 2) cout << " and odd." << endl; else cout << " and even." << endl; } else if ((x < 0) && (x % 2)) { cout << "x is negative and odd." << endl; } else if ((x < 0) && !(x % 2)) { cout << "x is negative and even." << endl; } else { cout << "x is zero." << endl; }</pre> <p>if-else Operator</p> <p>In C++, there are the if-else expressions. The syntax is: <condition> ? <result1> : <result2> It means that if <condition> is true, the expression's value will be <result1>, otherwise it will be <result2>. For example:</p> <pre>int x = 2, y = 3; int z = (x > y) ? x : y; cout << z << endl; // the output will be 3</pre>
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<p>while Loop</p> <pre>While (<bool-expr>) <stmt(s)> Wend</pre> <p>Note: Blocks are identified by the closest Wend.</p> <pre>Do While (<bool-expr>) <stmt(s)> Loop</pre> <p>Note: Blocks are identified by the closest Loop.</p>	
<pre>Do <stmt(s)> while (<bool-expr>)</pre> <p>Note: Blocks are identified by having the same indentation.</p>	<pre>while (<bool-expr>) <stmt> while (<bool-expr>) { <stmt(s)> } while (<bool-expr>);</pre> <p>Note: Blocks are identified by pairs of braces ({}).</p>

<p>For example:</p> <pre>Dim i As Integer i = 10 Do While i > 0 i = i - 2 MsgBox i Loop</pre>	<p>For example:</p> <pre>int i = 10; while (i > 0) { i -= 2; cout << i << endl; }</pre>
<p>for Loop</p> <pre>For <counter> = <start> To <end> Step <step> <stmt(s)> Next</pre> <p>For example:</p> <pre>Dim i As Integer For i = 0 To 9 Step 1 MsgBox i Next</pre>	
<p>Finishing a Loop Early</p> <p>In a For loop, the statement Exit For means to stop the whole For loop. In a Do While ... Loop and Do ... Loop While loop, the statement Exit Do means to stop the whole loop.</p>	<p>In a for loop or a while loop, break means to stop the whole loop; while continue means to skip the current execution.</p>
<p>Functions and Subroutines</p> <ul style="list-style-type: none"> A VBA function runs some code and returns something after the code is finished. A VBA subroutine runs some code, but does not return anything. <p>For example,</p> <pre>' A subroutine with no return value Sub PrintNum(ByVal num As Integer) MsgBox "The number is" + Str(num) End Sub ' A function with return value Function AddOne(ByVal num As Integer) AddOne = num + 1 End Function ' An event handler in calling ' the subroutine PrintNum() and ' the function AddOne() Private Sub Workbook_Open() PrintNum 10 PrintNum AddOne(10) End Sub</pre>	
<p>For example,</p> <pre>/* File: function_example.cpp A C++ program with two functions: PrintNum() and AddOne() */ #include <iostream> using namespace std; // A function with no return value void PrintNum(int num) { cout << "The number is " << num << endl; } // A function with return value of integer type int AddOne(int num) { return (num + 1); } // A main function in calling // the two functions PrintNum() and AddOne() int main() { PrintNum(10); PrintNum(AddOne(10)); return 0; }</pre>	

Some Operators in VBA and C++

		VBA			C++		
		Symbol	Example	Output	Symbol	Example	Output
Arithmetic Operators	Addition	+	1 + 2	3		Same	
	Subtraction	-	1 - 2	-1		Same	
	Multiplication	*	1 * 2	2		Same	
	Division	/	1 / 2	0.5	/	1.0 / 2	0.5
					/	1 / 2	0
	Modulus (Remainder)	Mod	9 Mod 4	1		Same	
Assignment Operators	Power	^	2 ^ 3	8		Nil	
	Assignment	=	x = y			Same	
	Addition Assignment	+=	x += y			Same	
	Subtraction Assignment	-=	x -= y			Same	
	Multiplication Assignment	*=	x *= y			Same	
	Division Assignment	/=	x /= y			Same	
Relational Operators	And	And	x And y		&&	x && y	
	Or	Or	True Or False	True		true false	true
	Not	Not	Not False	True	!	!false	true
Comparison Operators	Larger than	>	20 > 10	True		Same	
	Larger than or equal to	>=	20 >= 10	True		Same	
	Smaller than	<	20 < 10	False		Same	
	Smaller than or equal to	<=	20 <= 10	False		Same	
	Equal to	=	20 = 10	False	==	20 == 10	false
	Not equal to	<>	20 <> 10	True	!=	20 != 10	true
Increment Operators	Post-increment		Nil	++	x = 1; y = 2; y = x++; cout << x << " " << y;		2 1
	Pre-increment		Nil	++	x = 1; y = 2; y = ++x; cout << x << " " << y;		2 2
Decrement Operators	Post-decrement		Nil	--	x = 1; y = 2; y = x--; cout << x << " " << y;		0 1
	Pre-decrement		Nil	--	x = 1; y = 2; y = --x; cout << x << " " << y;		0 0

References:

1. David Rossiter and Gibson Lam. (2015). Excel and Excel VBA Programming for Beginners. Third Edition. McGraw Hill Education.
2. Cay Horstmann. (2012). C++ For Everyone. Second Edition. Wiley.