

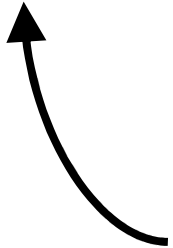
COMP1022Q  
Introduction to Computing with Excel VBA

# Drawing Excel Shapes

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# Outcomes

- After completing this presentation, you are expected to be able to:
  1. Create Excel shapes in VBA
  2. Change the appearance of shapes using VBA
  3. Create nested loops which use shapes



Remember a *nested loop* simply means a loop (any kind of loop) inside a loop

# Adding a Shape Using VBA

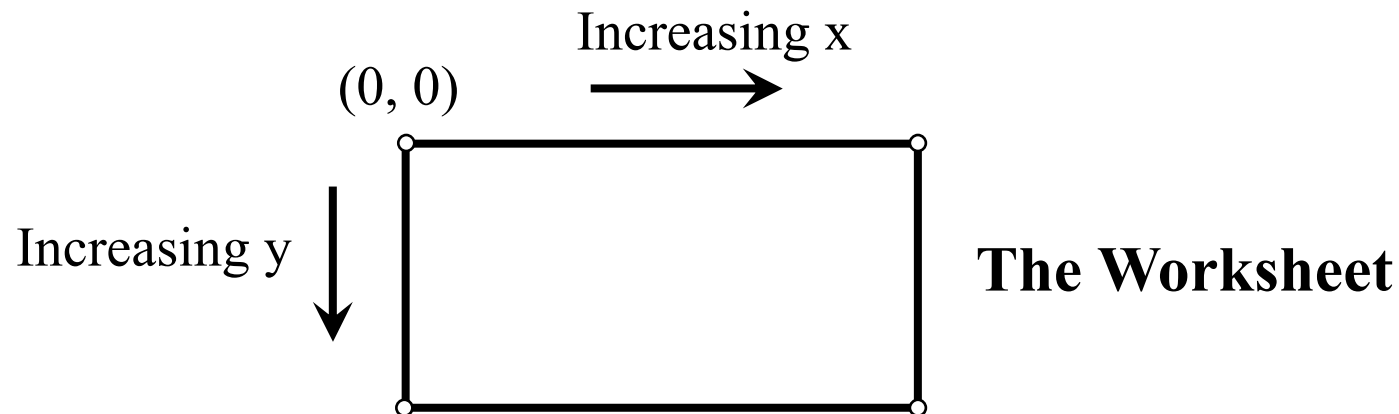
- Some of our examples will use shapes
- This is the way to add a shape using VBA

*This is a number, or a variable containing a number,  
which indicates the shape you want to draw  
(1 is a square, 2 is a rhombus, and so on)*

ActiveSheet.Shapes.AddShape      ShapeNumber, \_  
   X, Y,      Width, Height  
                                                       
*This is the currently selected worksheet*      *X and Y is the top-left corner of the shape*      *Width and Height specify the size of the shape*

# Coordinate System in Excel

- Shapes are added to the worksheet, but they don't go in cells
- Shapes are separate from cells
- For shapes,  $(0, 0)$  is the top left corner of the worksheet
  - Increasing values of  $x$  go across the page, to the right
  - Increasing values of  $y$  go down the page



# Drawing Different Shapes

```
Dim ShapeNumber As Integer
```

```
Dim X As Integer
```

```
X = 10
```

```
For ShapeNumber = 1 To 5
```

```
    ' Draw a shape on the worksheet
```

```
    ActiveSheet.Shapes.AddShape ShapeNumber, _  
        X, 80, 70, 70
```

```
    ' Increase X position for the next shape
```

```
    X = X + 75
```

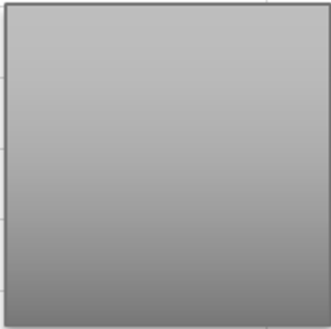
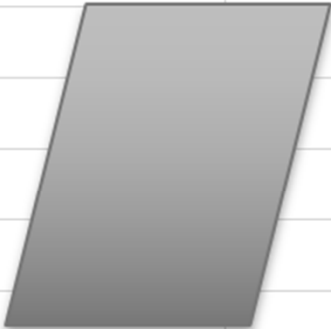
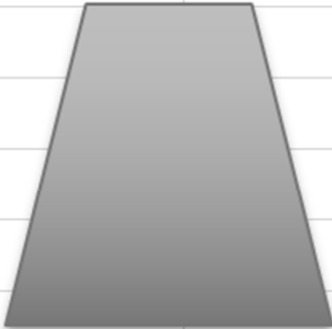


```
Next ShapeNumber
```

*Add a shape at  
(X, 80) with a size  
of 70 by 70 and  
the shape number  
specified by the  
control variable*

*The loop variable*

*x, y, width, height*

# The Result

	A	B	C	D	E
1	<b>Using Excel Shapes Example - Drawing Different Shapes</b>				
2	<i>This example draws five shapes using a For...Next loop. The shape drawn depends on the counter of the loop.</i>				
3					
4					
5					
6					
7					
8					
9					
10					
11					

Shape = 1      Shape = 2      Shape = 3      Shape = 4      Shape = 5

# Shape Names

- In the previous example, we used numbers to refer to the shapes we wanted to create
- Sometimes the code looks better if we use the *names* of the shapes instead of some numbers when we create the shapes, e.g.:
  - `msoShapeRectangle` (= shape number 1)
  - `msoShapeOval` (= shape number 9)
- You can find more shape names here:

<https://msdn.microsoft.com/en-us/library/office/ff862770.aspx>

# Making a Rectangle

- As an example, we can create a rectangle using the name `msoShapeRectangle`, instead of 1:

```
Set Rect = ActiveSheet.Shapes.AddShape ( _  
    msoShapeRectangle, 10, 10, 100, 50)
```

- In the code above we put the newly created rectangle shape in a variable `Rect`
- This is because we can then change the appearance of the rectangle using the variable, if we want to





# Changing the Appearance of Shapes

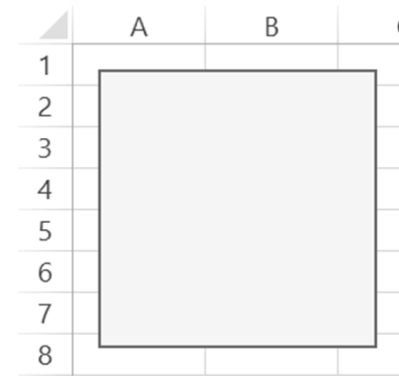
- To change the appearance of Excel shapes, you need to do that using some shape properties
- We will look at how to do these:
  - Changing the fill colour of shapes
  - Changing the outline of shapes
  - Rotating a shape
- By default, an Excel shape has a light blue fill colour and a thin blue outline

# Changing the Fill Colour of Shapes

- The fill colour of a shape is changed using the `Fill.ForeColor.RGB` property
- For example, if a square has been created and stored in a variable `Square`, the following code can change its colour to light yellow:

```
Square.Fill.ForeColor.RGB = vbYellow
```

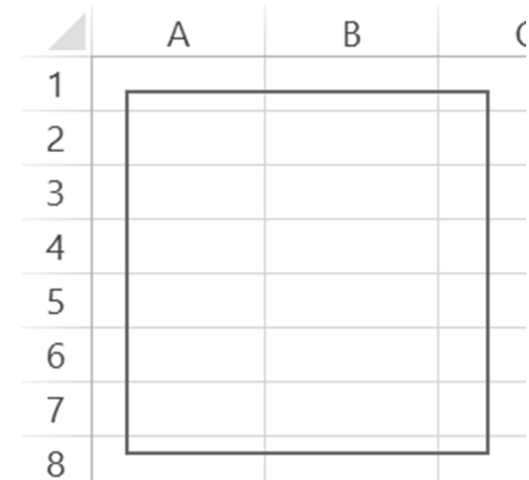
- You cannot use `ColorIndex` for Excel shapes
- If we have time we will look at what exactly RGB means later in the course



# Making Hollow Shapes

- Since ColorIndex is not available to Excel shapes, you cannot ‘clear’ the shape colour by setting ColorIndex to 0, which you can do for a cell background
- To make hollow shapes you need to tell Excel to make the fill colour ‘invisible’ using this code:

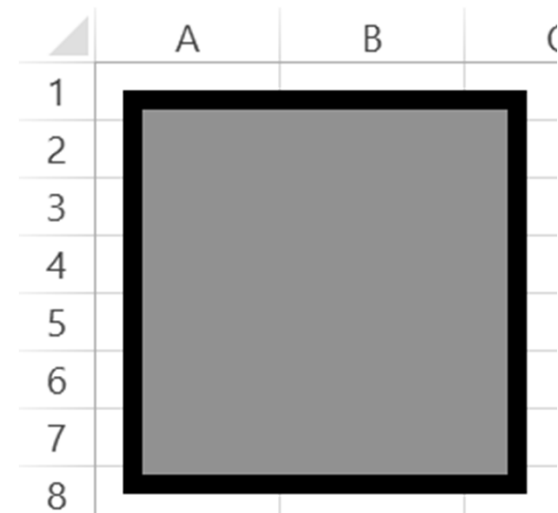
```
Square.Fill.Visible = False
```



# Changing the Outline of Shapes

- The shape outline colour is controlled by the `Line.ForeColor.RGB` property
- Similar to the fill colour, you cannot use `ColorIndex`
- To change the thickness of the outline, a number can be assigned to the `Line.Weight` property
- For example, the following code makes a thick black outline for a square shape:

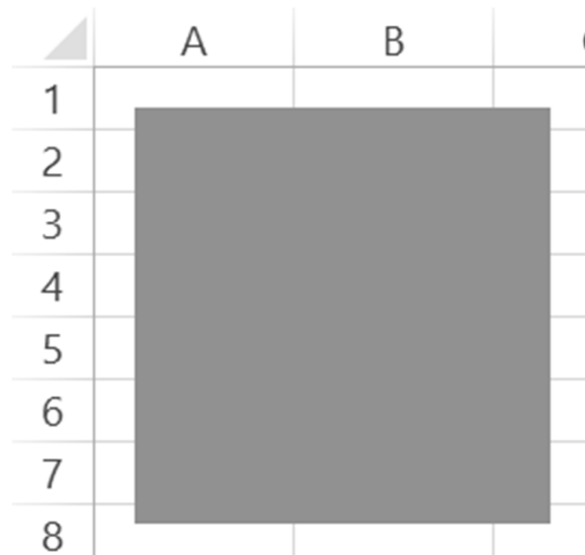
```
Square.Line.ForeColor.RGB = vbBlack  
Square.Line.Weight = 5
```



# Removing the Shape Outline

- To remove the shape outline you can make it invisible using this code:

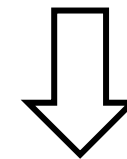
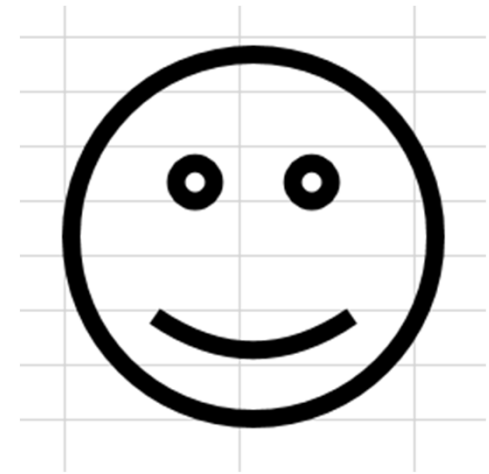
```
Square.Line.Visible = False
```



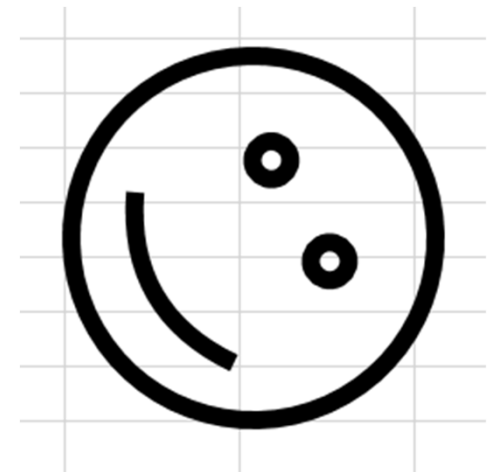
# Rotating a Shape

- The `Rotation` property of a shape changes the orientation of the shape
- The value of this property is an angle between 0 to 360
- The shape is rotated in clockwise direction based on this value
- For example, you can rotate a face shape (in a variable `Face`) 60 degrees using this code:

```
Face.Rotation = 60
```

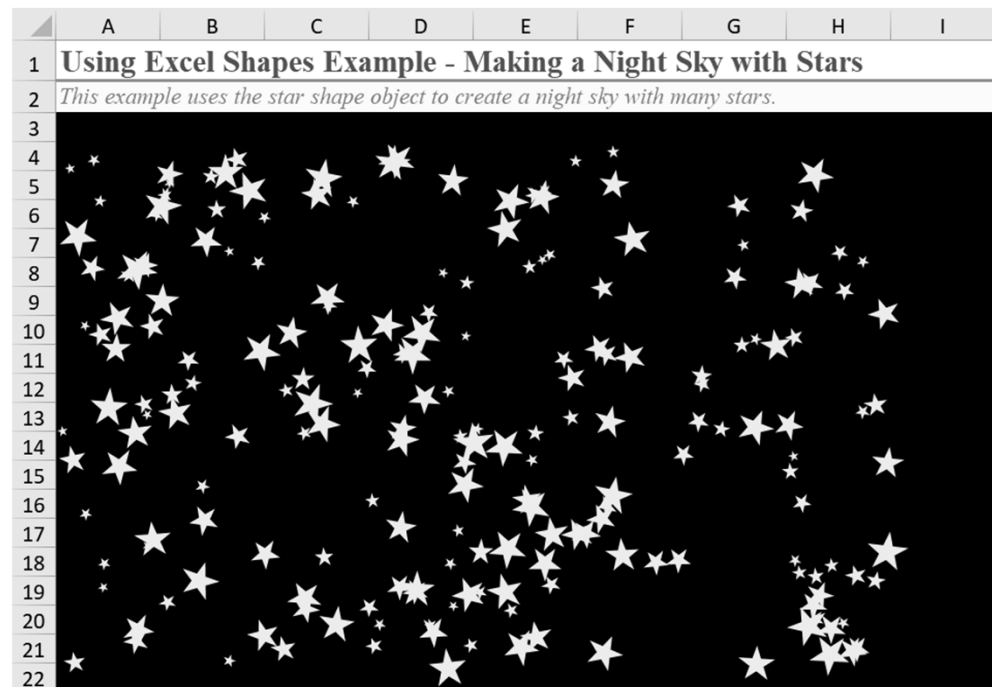


Rotate  
60 degrees



# A Night Sky with 200 Stars

- In the next example, many stars with different size and orientation are created inside a worksheet
- Each star is created using several random numbers with different ranges
- An example of the worksheet is shown on the right:



# Random Numbers for Each Star

- Each star uses these random numbers:
  - X position, an integer from 0 to 399 inclusive

$$X = \text{Int}(\text{Rnd}() * 400)$$

- Y position, an integer from 50 to 299 inclusive

$$Y = \text{Int}(\text{Rnd}() * 250) + 50$$

- Size, an integer from 5 to 19 inclusive

$$\text{Size} = \text{Int}(\text{Rnd}() * 15) + 5$$

- Rotation, a real number from 0 to 359.99

$$\text{Star.Rotation} = \text{Rnd}() * 360$$




# Generating The Stars

```
Dim X As Integer, _  
    Y As Integer, Size As Integer  
Dim Star As Shape
```

```
Randomize
```

The loop runs  
200 times



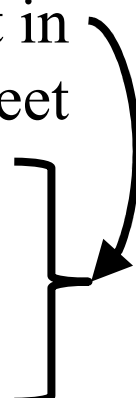
```
Do While Worksheets("Night Sky").Shapes.Count < 200
```

```
    X = Int(Rnd() * 400)
```

```
    Y = Int(Rnd() * 250) + 50
```

```
    Size = Int(Rnd() * 15) + 5
```

A yellow star without  
any border is put in  
the worksheet




```
    Set Star = ActiveSheet.Shapes.AddShape(  
        msoShape5pointStar, X, Y, Size, Size)
```

```
    Star.Fill.ForeColor.RGB = vbYellow
```

```
    Star.Line.Visible = False
```

```
    Star.Rotation = Rnd() * 360
```

The newly created star  
is randomly rotated

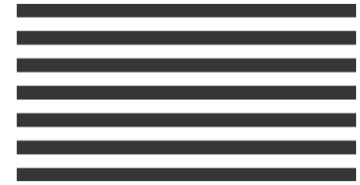


```
Loop
```

# Drawing the American Flag 1/2

- The last example draws the American flag in five steps:

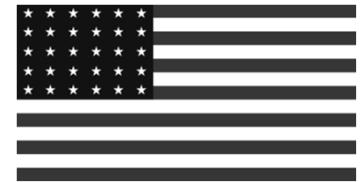
1. Use a loop to draw the red and white strips



2. Draw the blue background



3. Use a nested loop to draw 5 rows of white stars with each row having 6 stars



4. Use a nested loop to draw 4 rows of white stars with each row having 5 stars



5. Finally, draw a border around the flag



# Drawing the American Flag 2/2

	A	B	C	D	E	F
1	<b>Using Excel Shapes Example - Drawing the American Flag</b>					
2	<i>This example draws the American flag. The code uses simple loops and nested loops to draw the shapes in the flag.</i>					
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						

# Initialising the Variables 1/2

- Before drawing the flag, some variables are created at the start of the code

```
Dim FlagX As Integer, FlagY As Integer
```

```
Dim FlagWidth As Integer, FlagHeight As Integer
```

```
Dim UnionWidth As Integer, UnionHeight As Integer
```

```
Dim StarSize As Integer, StarSpacingX As Integer, _  
    StarSpacingY As Integer
```

- These variables define the position and size of each component of the flag, as shown on the next slide

# Initialising the Variables 1/2

' Define the flag position and size

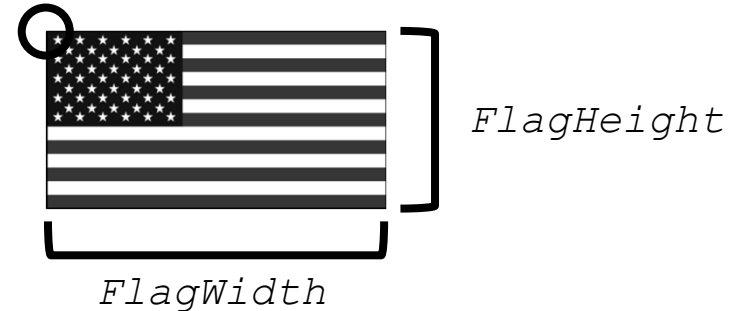
FlagX = 30

*FlagX, FlagY*

FlagY = 80

FlagWidth = 300

FlagHeight = 156



' Define the blue area size

*UnionWidth*

UnionWidth = 120

UnionHeight = 84



' Define the star size and spacing

*StarSpacingX*

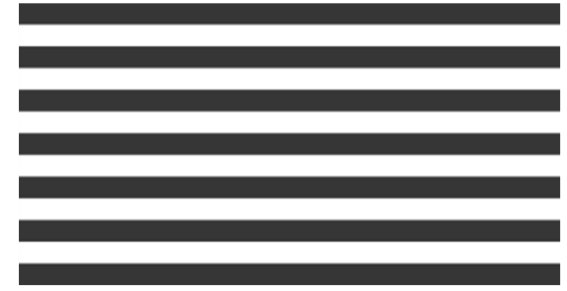
StarSize = 9

StarSpacingX = 20

StarSpacingY = 17



# Drawing the Strips 1/2



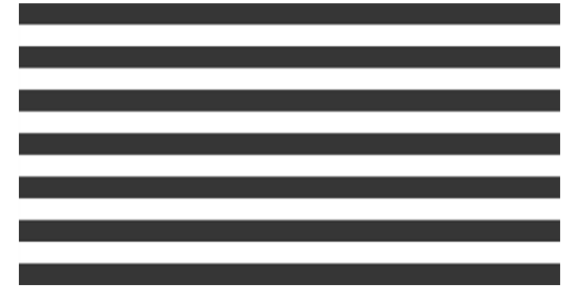
- Let's draw the flag one step at a time
- First we will draw the stripes at the back
- There are a total of thirteen red and white strips
- We can use a for loop, which runs thirteen times, to draw thirteen strips, like this:

*Loop counter = 1*    *Loop counter = 2*    *Loop counter = 3*    ...    *Loop counter = 13*



- When the loop counter is odd we fill the stripe with white, otherwise, we fill the stripe with red

# Drawing the Strips 2/2



' Step 1 - draw the red and white strips

StripY = FlagY

For StripNo = 1 To 13

← The loop runs thirteen times

' Draw a rectangle for the strip

Draw one strip

Set Strip = ActiveSheet.Shapes.AddShape( \_  
    msoShapeRectangle, FlagX, StripY, \_  
    FlagWidth, FlagHeight / 13)

' Set the alternate colour of the strip

Strip.Line.Visible = False

If StripNo Mod 2 = 0 Then

Strip.Fill.ForeColor.RGB = vbWhite

Else

Strip.Fill.ForeColor.RGB = vbRed

End If

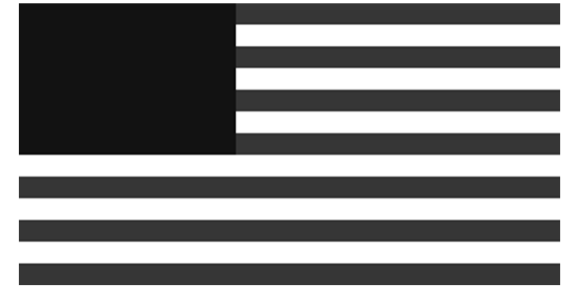
StripY = StripY + FlagHeight / 13

Next StripNo

Set the fill  
colour of  
the shape  
based on  
the strip  
count



# Drawing the Blue Background



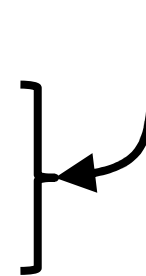
- Drawing the blue area does not require the use of loops because it is a simple blue rectangle:

' Step 2 - draw the blue area

' Draw the blue rectangle

```
Set Union = ActiveSheet.Shapes.AddShape( _  
    msoShapeRectangle, FlagX, FlagY, _  
    UnionWidth, UnionHeight)
```

Draw a rectangle  
for the blue area

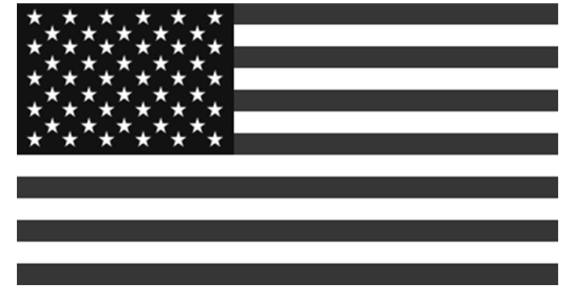


```
Union.Line.Visible = False  
Union.Fill.ForeColor.RGB = vbBlue
```

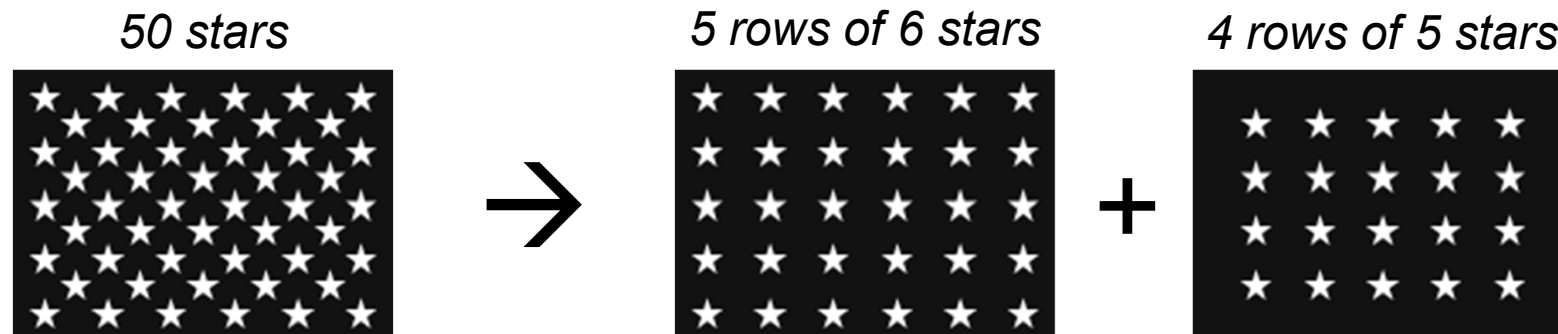
The area is filled with  
blue without any border



# Drawing the Stars 1/3

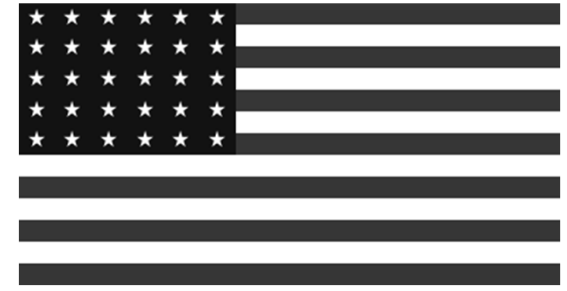


- Then we will draw 50 stars on top of the blue area
- Looking at the arrangement of the stars notice that they can be separated into two groups:



- Each of the groups can be drawn using a nested loop
- The outer loop handles the rows whereas the inner loop handles the columns

# Drawing the Stars 2/3



' Step 3 - draw the 5 rows of 6 stars

```
StarY = FlagY + 3
```

```
For Row = 1 To 5
```

```
    StarX = FlagX + 5
```

```
    For Col = 1 To 6
```

```
        ' Draw the white star
```

```
        Set Star = ActiveSheet.Shapes.AddShape( _  
            msoShape5pointStar, StarX, StarY, _  
            StarSize, StarSize)
```

```
        Star.Line.Visible = False
```

```
        Star.Fill.ForeColor.RGB = vbWhite
```

```
        StarX = StarX + StarSpacingX
```

```
    Next Col
```

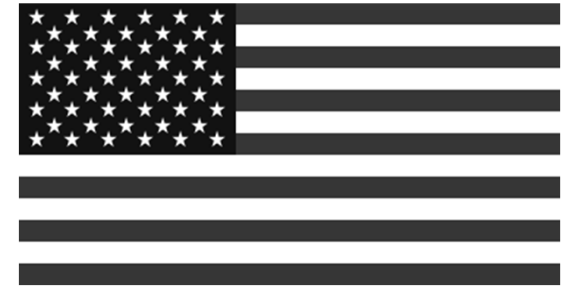
```
    StarY = StarY + StarSpacingY
```

```
Next Row
```

Draw 5 rows  
of 6 stars

Draw a solid  
white star

# Drawing the Stars 3/3



' Step 4 - draw the 4 rows of 5 stars

```
StarY = FlagY + 12
```

```
For Row = 1 To 4
```

```
    StarX = FlagX + 15
```

```
    For Col = 1 To 5
```

```
        ' Draw the white star
```

```
        Set Star = ActiveSheet.Shapes.AddShape( _  
            msoShape5pointStar, StarX, StarY, _  
            StarSize, StarSize)
```

```
        Star.Line.Visible = False
```

```
        Star.Fill.ForeColor.RGB = vbWhite
```

```
        StarX = StarX + StarSpacingX
```

```
    Next Col
```

```
    StarY = StarY + StarSpacingY
```

```
Next Row
```

Draw 4 rows  
of 5 stars



# Drawing the Border

- Finally, we draw the flag border using an unfilled rectangle:

```
' Step 5 - draw the flag border
```

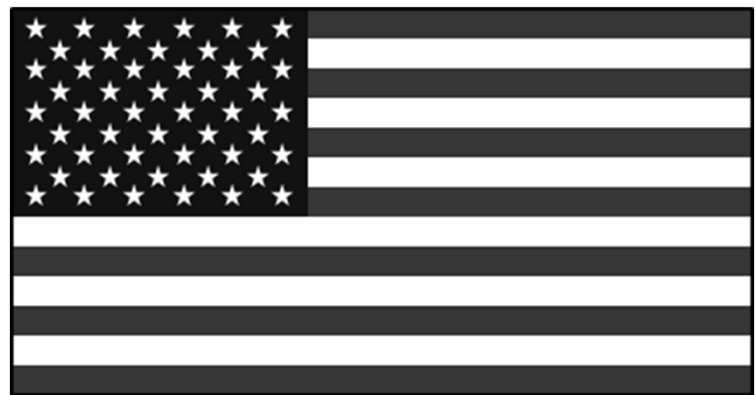
```
' Draw the border of black colour
```

```
Set Flag = ActiveSheet.Shapes.AddShape( _  
    msoShapeRectangle, FlagX, FlagY, _  
    FlagWidth, FlagHeight)
```

```
Flag.Fill.Visible = False
```

```
Flag.Line.ForeColor.RGB = _  
    vbBlack
```

```
Flag.Line.Weight = 1.5
```



Specify a black border with a thickness of 1.5 for the shape