

COMP1022Q
Introduction to Computing with Excel VBA

Using a Shape as a Button

Gibson Lam and David Rossiter

Outcomes

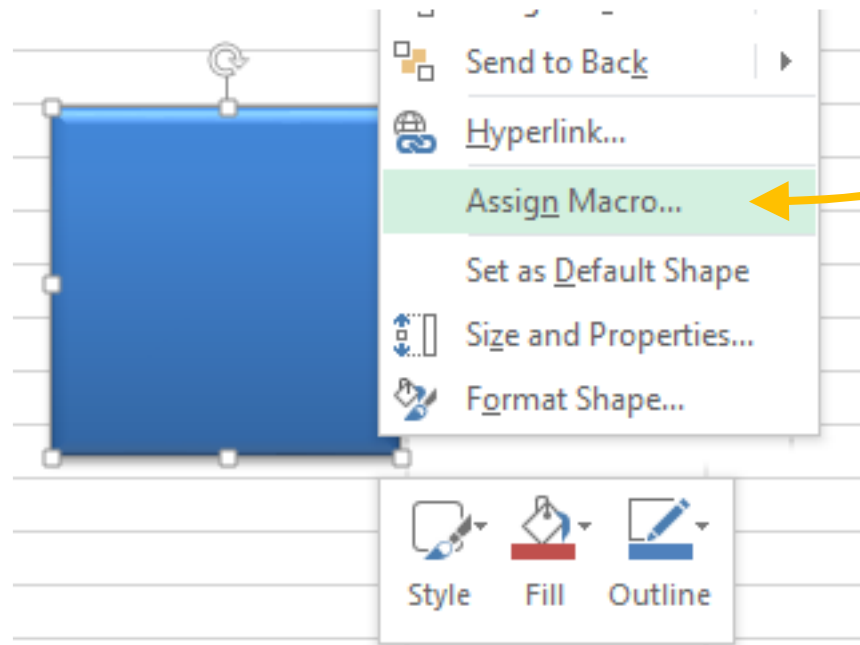
- After completing this presentation, you are expected to be able to:
 1. Understand how to trigger a VBA macro by clicking on a shape

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

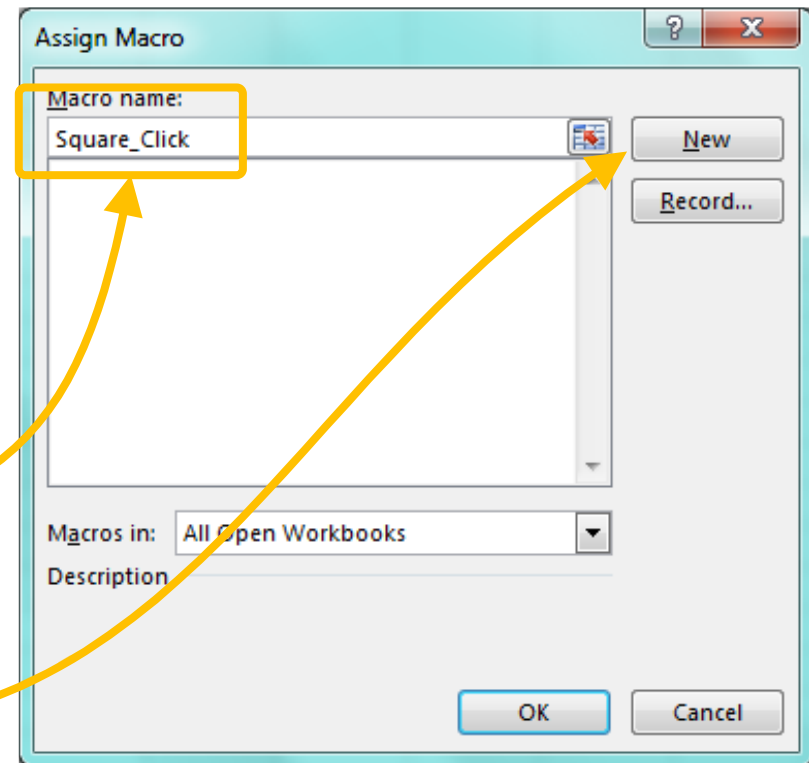
Assigning a Macro to a Shape

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



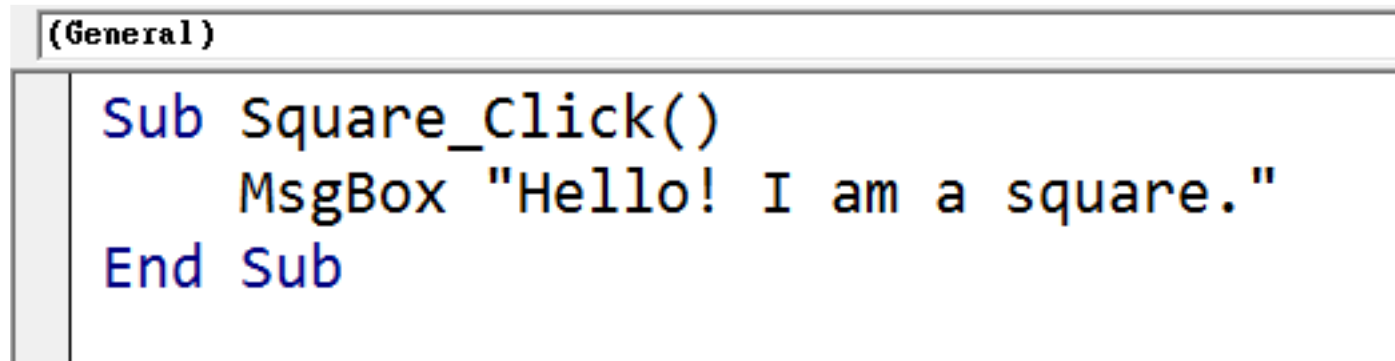
Creating a New Macro 1/2

- 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:



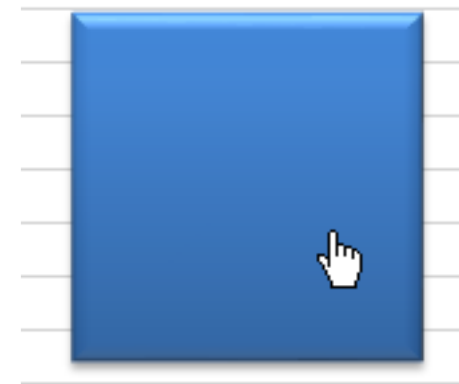
The screenshot shows a macro editor window with a tab labeled "(General)". The code inside the editor is a VBA sub procedure named "Square_Click" that displays a message box. The code is as follows:

```
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

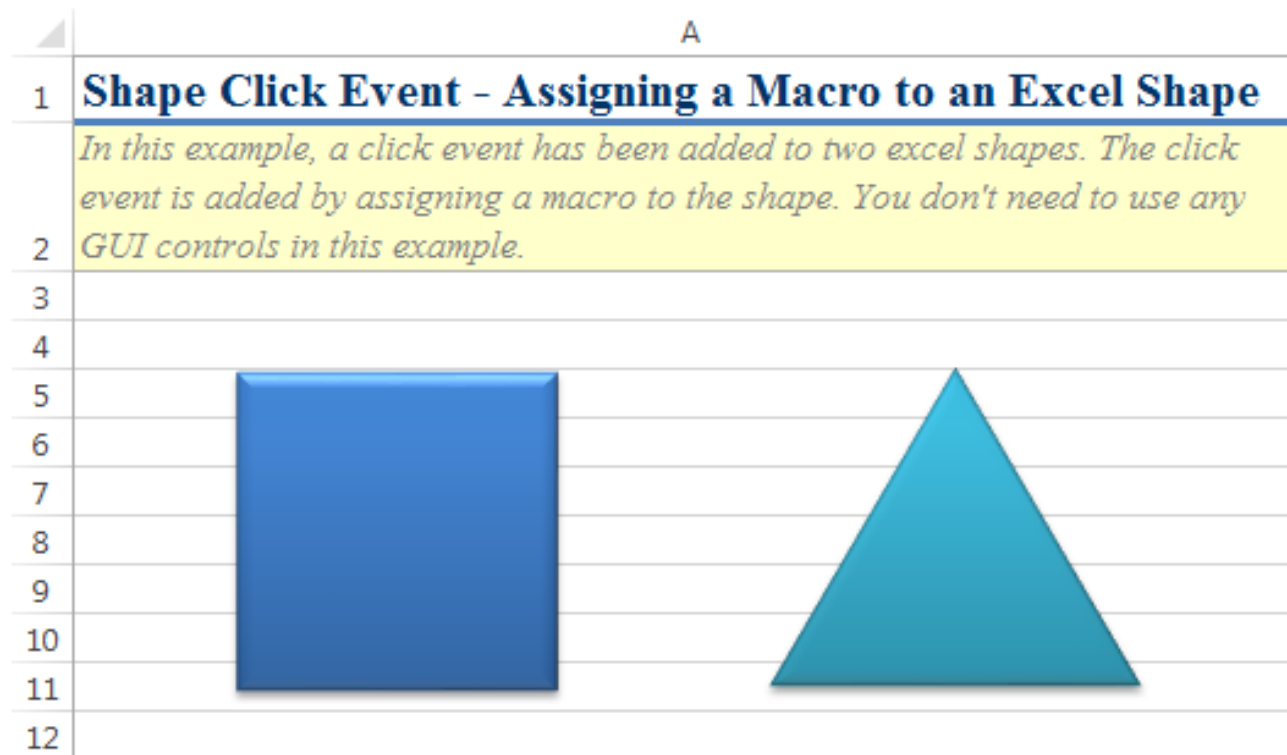
Shapes Assigned with a Macro

- 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:



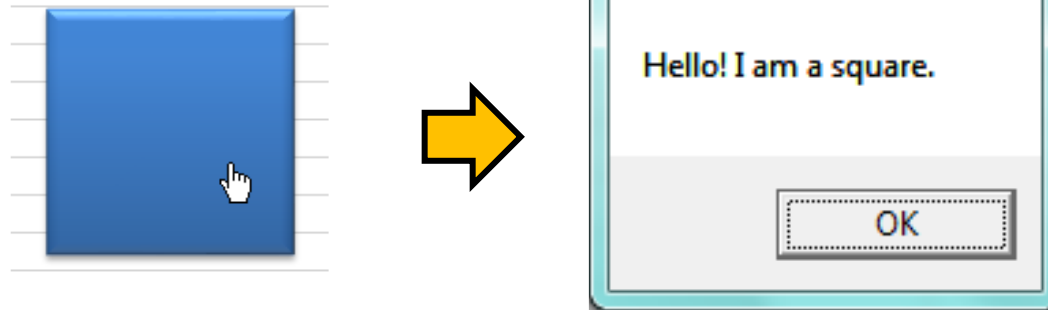
An Example

- 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:

