VBA INTEGRATED DEVELOPMENT ENVIRONMENT

Before learning how to program in VBA, one has to learn how to use the software required for creating VBA projects. The VBA development software is included with each component of the Microsoft Office suite of programs, including Excel. Starting the VBA development software places you in the VBA programming environment which provides you with a number of tools for use in the development of your projects.

Getting to the IDE (from Excel)

Before you begin creating projects with VBA you must know your way around the IDE. You can access the IDE in a couple of different ways. In Excel 2003, select Tools, Macro, Visual Basic Editor. In Excel 2010, click on the Developer Tab, then on Visual Basic. The shortcut key for opening the Visual Basic Editor is Alt + F11.

Component of the IDE

After opening the VBA IDE, you would find a window and some of the tools that can used to create projects.

Once the Project Explorer window is displayed, find the project that represents the workbook you opened while in Excel. If the components of the workbook you opened in Excel are not displayed, click the + sign next to the Microsoft Excel Objects folder directly underneath the project name. Next, find the object labeled Sheet 1, select it with your mouse and then turn your attention to the Properties Window, Scroll down the Properties window. Scroll down the properties window until you come to the Name property. Delete the text entered to the right of the Name property and enter MySheet.

Toggle back to Excel by pressing Alt + F11, or select it from the taskbar in Windows. You will see that the name of Sheet 1 has changed into MySheet. This is how easy it is to alter properties of a worksheet in Excel using VBA. Notwithstanding as VBA developers, we seldom alter the properties of a workbook or worksheet at design time.

The bulk of the work affecting workbooks and worksheets will occur at runtime; however, we will alter properties of ActiveX controls at design time.

Also, there is a standard code window wherein code for your program are written, edited and run. You can easily open the code (window) of an object or control by simply double clicking on the object or control.