

## Excel Tutorial 12

1. (1.0 point)

Excel macros are written in the programming language \_\_\_\_.

- a. Perl
- b. JavaScript
- c. HTML
- d. VBA

2. (1.0 point)

To edit a VBA macro, you need to use the Visual Basic \_\_\_\_.

- a. Manager
- b. Explorer
- c. Writer
- d. Editor

3. (1.0 point)

To quickly switch to the Visual Basic Editor, press \_\_\_\_ on your keyboard.

- a. Esc + F1
- b. Ctrl + F7
- c. Alt + F11
- d. Enter + F12

4. (1.0 point)

When the Visual Basic Editor opens it usually displays \_\_\_\_ windows.

- a. three
- b. six
- c. seven
- d. eight

5. (1.0 point)

The \_\_\_\_ is a Visual Basic Editor window.

- a. Code Explorer
- b. Properties window
- c. Project window
- d. Code Preview

6. (1.0 point)

When you want to view the VBA macro code associated with any item in Project Explorer, you use the \_\_\_\_ window.

- a. Macro
- b. Module
- c. Code
- d. Project

7. (1.0 point)

Procedure names can be up to \_\_\_\_ characters in length.

- a. 125
- b. 126
- c. 255
- d. 256

8. (1.0 point)

Procedure names cannot contain \_\_\_\_.

- a. spaces
- b. numbers
- c. letters
- d. any of the above

9. (1.0 point)

To step through a sub procedure one line at a time, click in the sub procedure code and then repeatedly press the \_\_\_\_ key.

- a. F7
- b. F8
- c. Alt
- d. Shift

10. (1.0 point)

The Excel object you will use to create VBA programs and refer to a range in a worksheet is \_\_\_\_.

- a. Cell
- b. Range
- c. Chart
- d. Name

11. (1.0 point)

The object name \_\_\_\_ refers to the worksheet currently being displayed in the workbook.

- a. "DisplaySheet"
- b. "ActiveSheet"
- c. "ThisSheet"
- d. "SheetDisplayed"

12. (1.0 point)

Closing a workbook or printing a worksheet's contents are examples of \_\_\_\_.

- a. modules
- b. properties
- c. selections
- d. methods

13. (1.0 point)

The VBA code `Range("A1")._____ Text:="Total Assets"` adds the comment "Total Assets" to cell A1.

- a. Select
- b. AddComment
- c. Text
- d. Properties

14. (1.0 point)

Every variable is identified by a unique variable \_\_\_\_.

- a. referent
- b. key
- c. name
- d. index

15. (1.0 point)

You can display the value of a variable by typing the variable name preceded by a(n) \_\_\_\_ in the Immediate window and pressing the Enter key.

- a. caret
- b. apostrophe
- c. question mark
- d. ampersand

16. (1.0 point)

\_\_\_\_ errors can be the most difficult to resolve.

- a. Syntax
- b. Run-time
- c. Logical
- d. Type-based

17. (1.0 point)

To break a line to make your code easier to read, type a space followed by the \_\_\_\_ character at the end of the line.

- a. underscore
- b. ampersand
- c. apostrophe
- d. asterisk

18. (1.0 point)

The \_\_\_\_ control structure repeats a series of commands as long as a particular condition is true.

- a. If-Then-ElseIf
- b. For-Next
- c. Case Select
- d. Do-While

19. (1.0 point)

The Excel macro recorder is the fastest way to create macros.

- a. True
- b. False

20. (1.0 point)

To open the Visual Basic Editor you must first click the Macros button in the Code group on the Developer tab.

- a. True
- b. False

21. (1.0 point)

Since Visual Basic for Applications is an application-specific language, Excel and Access use different variations of VBA.

- a. True
- b. False

22. (1.0 point)

One important use of the Visual Basic Editor is to manage your projects.

- a. True
- b. False

23. (1.0 point)

In VBA, a project consists of a single macro in one worksheet.

- a. True
- b. False

24. (1.0 point)

Unlike Windows Explorer, Project Explorer does not allow you to view your project components hierarchically.

- a. True
- b. False

25. (1.0 point)

The macro recorder writes the most efficient code and records only those commands and actions you want in the finished project.

- a. True
- b. False

26. (1.0 point)

The VBA code "SUM(A1:A4)".Formula = Range("A5") changes the formula of cell A5 to sum up the values in the range A1:A4.

- a. True
- b. False

27. (1.0 point)

The MsgBox function is similar to the InputBox function except that the MsgBox function does not contain a text box for the user to enter values.

- a. True
- b. False

28. (1.0 point)

Macro buttons on the Quick Access Toolbar can be customized to display unique icons.

- a. True
- b. False

29. (1.0 point)

When you hide screen elements that are part of the worksheet, they will be hidden in that worksheet only.

- a. True
- b. False

30. (1.0 point)

Hold down the Ctrl Key and press the Home key to go to cell A1 in the worksheet.

- a. True
- b. False

31. (1.0 point)

When the Visual Basic Editor opens, it usually displays three windows: the Project Explorer window, the Project window, and the Code window.

- a. True
- b. False

32. (1.0 point)

The Project Explorer window is dockable.

- a. True
- b. False

33. (1.0 point)

Attributes such as name, size, or color are known as properties.

- a. True
- b. False

34. (1.0 point)

In Excel, ChartObject refers to a chart embedded within a worksheet.

- a. True
- b. False

35. (1.0 point)

The VBA code `Worksheets("Raw Data").Change = "Sample Data"` changes the name of the "Raw Data" worksheet to "Sample Data".

- a. True
- b. False

36. (1.0 point)

To determine whether an expression used in a condition is true or false, the expression needs to contain a(n) condition operator.

- a. True
- b. False