

VBA TEST:

1) Function MyFunction (ByVal S As double) As double

- a- Is an executable instruction using **F8 key** on your personal computer
- b- Allows to state the existence of a kind of VBA variable with a **local scope**
- c- Is a statement that is not executable with neither the **F5 nor F8** key on your personal computer
- d- Allows to state the existence of a kind of VBA variable with a **large scope**

2) Public X as double

- a- Must be typed within a VBA procedure
- b- Is used to declare a Public Variable, provided this code is written at the head of any module kind
- c- Is an instruction, which is written in VBA language
- d- Is routinely used to declare a VBA, accessible throughout the active Excel file

3) A label object

- a- Is an ActiveX Object, which owns a **Property.AutoSize**
- b- Is an excel Object , which owns a **Property.Value**
- c- Is an activeX object which owns a **Property.Caption**
- d- Is a VBA Object which owns a **Property.Visible**

4) The VBA Instruction :

```
ActiveSheet.Range("starter").Select  
ActiveCell.Value = "K"
```

Allows inter alia :

- a- To read the contents of a variable "K" in order to use this information later
- b- To navigate in an Excel spreadsheet to edit the contents of a cell
- c- To create a VBA variable "K" in order to make a calculation
- d- To navigate in an Excel spreadsheet to read the contents of the cell

5) This quest° focuses on a VBA UserForm named Uf_Starter. Using VBA code, this UserForm :

- a- Can be updated using a VBA instruction such as : Userform.Activate
- b- Can be displayed using a VBA instruction such as : UserForm ("Uf_Starter").Activate
- c- Can be displayed using a VBA instruction such as: Userform.Select
- d- Can be displayed using a VBA instruction such as : Uf_Starter.Activate

6) With VBA code, before displaying, you can easily update a "Userform" using :

- a- Event ".Activate"
- b- Method ".Select"
- c- Indifferently ".Select" or ".Activate"
- d- Method ".Show"

7) Using VBA to read the elements of an array of two columns available on an Excel spreadsheet, you can combine :

- a- Two nested VBA procedures **"For Next"** with the instruction:
`MyP(L,C) = ActiveCell.Offset(L , C).Value`
- b- Two nested VBA procedures **"If, Else, End If"** and the instruction:
`ActiveCell.Value = ActiveCell.Offset (L, C).Value`
- c- Two nested VBA procedures **"Offset ()"** with the instruction :
`MyP(L,C).Value = ActiveCell.Offset(L, C).Value`
- d- Two nested VBA procedures **"For Next"** with the instruction :
`ActiveCell.Offset(L, C).Value = MyP (L, C)`

8) In the VBA code, a Command Button is :

- a- An activeX Object that can be used to **automatically start a process**, which is written in a Standard Code Module
- b- An object that can be used **to automatically run a VBA procedure** written in a spreadsheet module
- c- An ActiveX Object that can be pasted into a standard code module to **automatically run a macro**
- d- An Excel Object that can be used to **automatically launch a "Macro"** available in a Standard Code Module

9) To calculate the inverse of a matrix (3x3), using an Excel template, you must necessarily start the process by :

- a- Selecting the source and target ranges, insert the Excel inversmat Function & press "Control + Alt + Suprim"
- b- Selecting the source and target ranges, insert the Excel inversmat Function and press "Control + Shift + Enter"
- c- Selecting the target cells on an Excel column, inserting the Excel inversmat function, and press "Control + Alt + Suprim"
- d- Selecting the source cells on an excel spreadsheet, insert the excel spreadsheet, insert the Excel inversmat function & press " Control + Shift + Enter "

10) Using VBA code, you can read the contents of an Excel range using the VBA code :

- a- `ActiveRange ("A1").Value`
- b- `ActiveSheet.Cells(1,1).Value`
- c- `ThisCell.Offset(1,1).Value`
- d- `ActiveSheet.Range("A1").Value`

11) The next block of instructions :

**ActiveSheet.Range("A1").Select
X(1)= ActiveCell.Value**

Enables inter alia:

- a- Navigate in an Excel spreadsheet in order to load a VBA variable to temporarily store an information
- b- Navigate in an Excel spread sheet to read existing information
- c- Navigate in an Excel spreadsheet to modify an existing information
- d- Create a VBA vector to temporarily store information

12) A commandButton Object :

- a- Can be placed onto a spreadsheet module, in order to easily launch a VBA program
- b- Can be pasted on an Excel spreadsheet in order to easily view a variety of ActiveX objects
- c- May be pasted on a VBA module so as to facilitate the use of a program
- d- Can be placed on a "UserForm" object, so as to facilitate the use of a VBA program

13) The following VBA code:

ActiveCell.Offset(K,1).Value = X(K) :

- a- Allows to navigate on the 1st column of an excel spreadsheet when K varies, in order to load a given information
- b- Allows to navigate on a given column of an excel spreadsheet when K varies in order to write an information
- c- Allows to navigate on the 2nd row of an excel spreadsheet when K varies, in order to read an information
- d- Allows to navigate on a given column of an excel spreadsheet when K varies in order to read an information
- e- Allows to load the different positions of an Array variable from a given excel range

14) With VBA, to circulate information from a "Userform" towards another, you can use:

- a- A local variable, provided to save the pertaining info using a VBA programming module
- b- A "Public Variable" declared in the module's header of one of the Userforms involved
- c- A "Public Variable" declared in the header of a VBA standard Code Module
- d- A local variable, provided to save the pertaining info using any cell of a spreadsheet

15) The expression "Dim X () as Double" which is part of VBA code :

- a- Enables us to declare the existence of a dynamic array, which can contain several sets of data
- b- Enables us to initialize a dynamic array, which can contain several sets of digital data
- c- Enables us to initialize a dynamic array, which can contain only one set of data
- d- Is a typical VBA instruction which can be taped in the header of any module kind