# (Part II) Lab-session 6

**1)** Use the workbook, which you have created in Labsession 2 for the tasks 1-3. In case you did not save it on your account you can download it from the courseweb side. Write a subroutine which copies the "rainbow" on worksheet 1 to a new worksheet, say sheet 2, in such a way that each stripe has doubled its height. Use for this the copy-*method* with the destination parameter.

- The routine should copy for this A1:K1 of sheet 1 to A1:K1 of sheet 2, A1:K1 of sheet 1 to A2:K2 of sheet 2, A2:K2 of sheet 1 to A3:K3 of sheet 2, A2:K2 of sheet 1 to A4:K4 of sheet 2, etc
- Copy the copy button you have created on sheet 1 to sheet 2.
- Test the copy button on sheet 2.
- Make sure your routine works even when worksheet 1 is not active.

**2)** Achieve (almost) the same optical effect as in task 1, however, now not by using a method. Instead change the properties of an object. Copy for this the entire "rainbow" in A1:K6 of sheet 1 to a new sheet 3. Then change the *property* RowHeight to 25 of the object Range.

**3)** Write a subroutine which enters three hyperlinks into some cells of a new worksheet. For instance, the one for the City University homepage "http://www.city.ac.uk/", a search engine "http://www.google.com/" and "http://www.londontown.com/". Write a small routine which executes the first hyperlink when the value in cell A1 is 1, executes the second hyperlink when the value in cell A1 is 2 and executes the third hyperlink when the value in cell A1 is 3 by opening a new browser window. Make sure your routine works even when the worksheet on which the hyperlinks are situated is not active.

**4)** Use the object browser and find out if the following members of Excel are objects, properties, methods or events: Relate the properties, methods or events to their corresponding object:

## calculate, range, width, paste, worksheet, name, formula, value, chart, worksheets, activate, select, copy, cut

For instance: range (object) ⇐ calculate (method),

means range is an object and calculate is a method related to range.