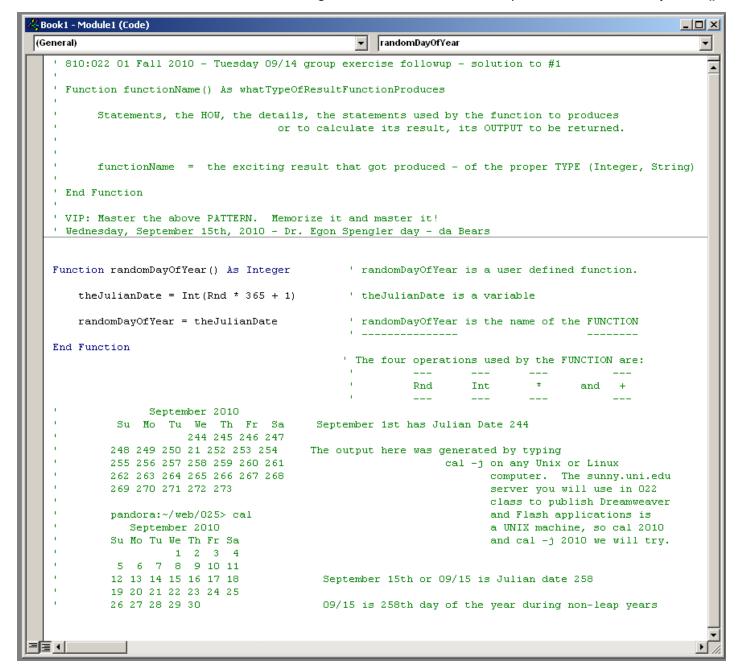
1. Write the Excel VBA function that will return integers between 1 and 365. Name your function randomDayOfYear().



2. Write the Excel VBA sub named <u>Birthdays17</u> (). Your VBA macro SUB will generate 17 different birthdays and place those 17 birthdays in ROWS 2 through row 18, in honor of highway 218, btw. Assume row one has a column heading, such as <u>Birthdays</u> or <u>Birthday Julian Date</u>. Use the <u>Cells(whatRow, whatColumn)</u> feature of Excel VBA macros along with a For Next loop to place the 17 birthdays in the proper locations, i.e. in rows 2 through 18 and column 1 of the spreadsheet will be where the 17 random birthday dates go. (Julian dates – 365 = December 31st and 33 = February 2nd, or Ground Hogs Day. <u>Birthdays17()</u> is the name of your SUB. A SUB is NOT a Function. A Sub is a procedure that does something. A SUB does NOT return a result, like all VBA Functions do.

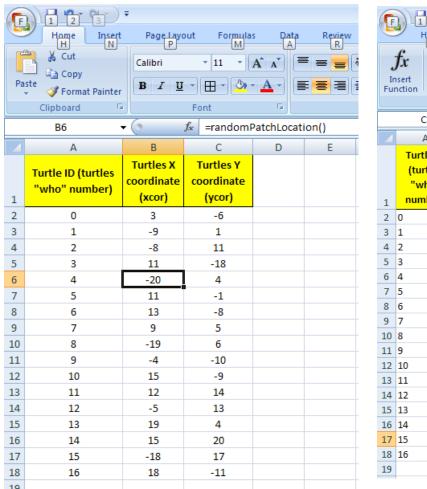
Sub Birthdays17()
End Sub

3. Write the Excel VBA function that will return a random integer between -20 and +20. Name your function randomPatchLocation(). It will be used in a game that randomly places NetLogo turtles on a grid where the X coordinates go from -20 to + 20 and the Y coordinates also go from -20 to 20. The turtle world has 41 rows and 41 columns. There is a row 0 and a column 0. There are 41 integer numbers between -20 and +20, inclusive.

This function has NO arguments. You do NOT give the function any input. See question #4 here for an example of a function that does take arguments. #4 function randomInteger() takes TWO ARGUMENTS as its input.

Here is how you might use the function in a spreadsheet cell:

=randomPatchLocation()



Home Insert Page Layout Formulas Data Review View A R W Insert AutoSum Recently Financial Logical Text Date & Lookup & Math Mo Function Vised Y Y Time Y Reference Y & Trig Y Function Function Library			
	C17	-	domPatchLocation()
	Α	В	С
1	Turtle ID (turtles "who" number)	Turtles X coordinate (xcor)	Turtles Y coordinate (ycor)
2	0	=randomPatchLocation()	=randomPatchLocation()
3	1	=randomPatchLocation()	=randomPatchLocation()
4	2	=randomPatchLocation()	=randomPatchLocation()
5	3	=randomPatchLocation()	=randomPatchLocation()
6	4	=randomPatchLocation()	=randomPatchLocation()
7	5	=randomPatchLocation()	=randomPatchLocation()
8	6	=randomPatchLocation()	=randomPatchLocation()
9	7	=randomPatchLocation()	=randomPatchLocation()
10	8	=randomPatchLocation()	=randomPatchLocation()
11	-	=randomPatchLocation()	=randomPatchLocation()
12		=randomPatchLocation()	=randomPatchLocation()
13		=randomPatchLocation()	=randomPatchLocation()
14		=randomPatchLocation()	=randomPatchLocation()
15		=randomPatchLocation()	=randomPatchLocation()
16		=randomPatchLocation()	=randomPatchLocation()
17		=randomPatchLocation()	=randomPatchLocation()
18	16	=randomPatchLocation()	=randomPatchLocation()
19			

4. Write the Excel VBA function that takes arguments, also called parameters. It will accept TWO arguments. Name the 1st argument **lowInteger**. Name the 2nd argument **highInteger**. Your function can be named **randomInteger**(). Your function will return a random integer number between **lowInteger** and **highInteger**. So if **lowInteger** is 1 and **highInteger** is 6, it would simulate the rolling of a die or used twice, a pair of dice.

Examples of the use of this function: =randomInteger(1, 6) =randomInteger(1, 365)

=randomInteger(-20, 20) =randomInteger(1, 100)