

C# and Excel

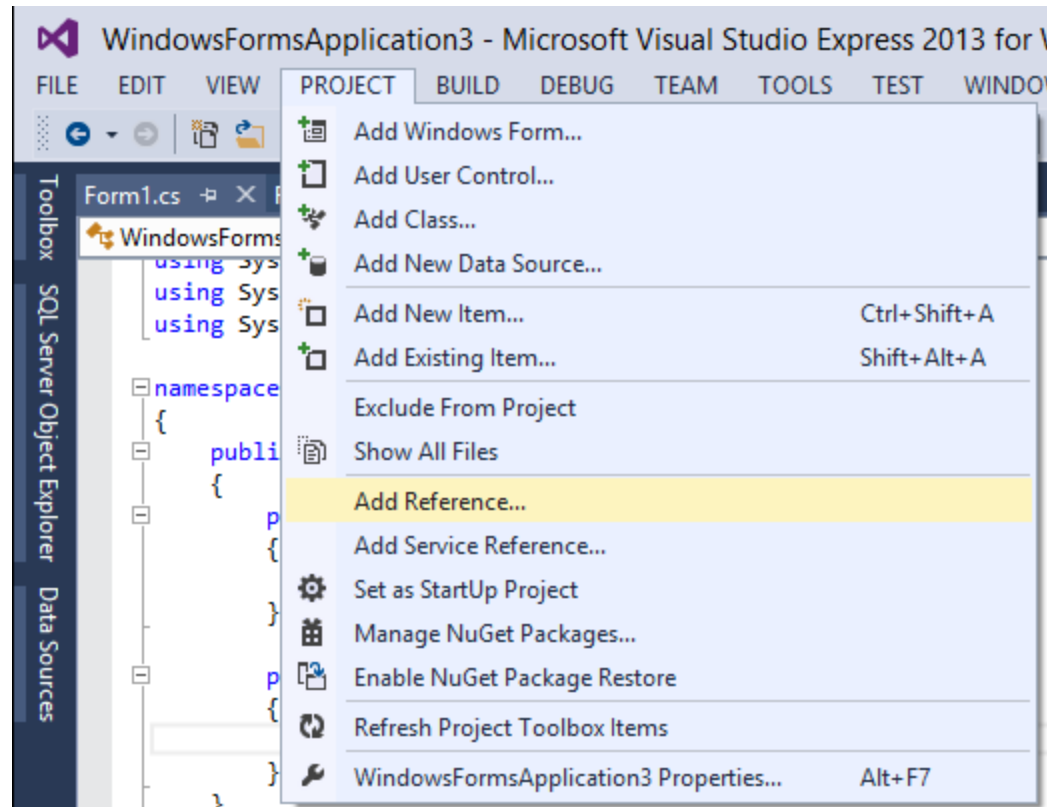
How to create Excel file in C#

- Before you create an Excel file in C# , you have to add the Microsoft Excel 12.0 Object Library to you project.
- Create a new project and add a Command Button to the Form.

Add Reference

- Select reference dialogue from Project

menu



Reference Manager - WindowsFormsApplication3



Assemblies

Solution

COM

Type Libraries

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Search COM (Ctrl+E)



	Name	Version
<input type="checkbox"/>	Microsoft Development Environment VC# Projec...	1.0
<input type="checkbox"/>	Microsoft Development Environment VC++ Cod...	12.0
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<input type="checkbox"/>	Microsoft Development Environment VC++ Proj...	8.0
<input type="checkbox"/>	Microsoft Development Environment VC++ Proj...	8.0
<input type="checkbox"/>	Microsoft DirectX Transforms Core Type Library	1.1
<input type="checkbox"/>	Microsoft DirectX Transforms Image Transforms...	1.1
<input type="checkbox"/>	Microsoft Disk Quota 1.0	1.0
<input checked="" type="checkbox"/>	Microsoft Excel 12.0 Object Library	1.6
<input type="checkbox"/>	Microsoft Excel 5.0 Object Library	1.0
<input type="checkbox"/>	Microsoft Fax Service Extended COM Type Library	1.0
<input type="checkbox"/>	Microsoft Feeds 2.0 Object Library	2.0
<input type="checkbox"/>	Microsoft Forms 2.0 Object Library	2.0
<input type="checkbox"/>	Microsoft Forms 2.0 Object Library	2.0
<input type="checkbox"/>	Microsoft Forms 2.0 Object Library	2.0
<input type="checkbox"/>	Microsoft Forms 2.0 Object Library	2.0
<input type="checkbox"/>	Microsoft Graph 12.0 Object Library	1.6
<input type="checkbox"/>	Microsoft Help Data Services 1.0 Type Library	1.0
<input type="checkbox"/>	Microsoft HTML Object Library	4.0
<input type="checkbox"/>	Microsoft IMAPI2 Base Functionality	1.0
<input type="checkbox"/>	Microsoft IMAPI2 File System Image Creator	1.0
<input type="checkbox"/>	Microsoft InfoPath 2.0 Client Support Type Library	2.0
<input type="checkbox"/>	Microsoft InfoPath 2.0 Type Library	2.0
<input type="checkbox"/>	Microsoft InkDivider Type Library, version 1.5	1.5
<input type="checkbox"/>	Microsoft InkEdit Control 1.0	1.0
<input type="checkbox"/>	Microsoft Internet Controls	1.1
<input type="checkbox"/>	Microsoft Jet and Replication Objects 2.6 Library	2.6
<input type="checkbox"/>	Microsoft Management Console 2.0	1.0
<input type="checkbox"/>	Microsoft MIMFFDIT Type Library 1.0	1.0

Name:
Microsoft Excel 12.0 Object Library

Created by:
Microsoft Corporation

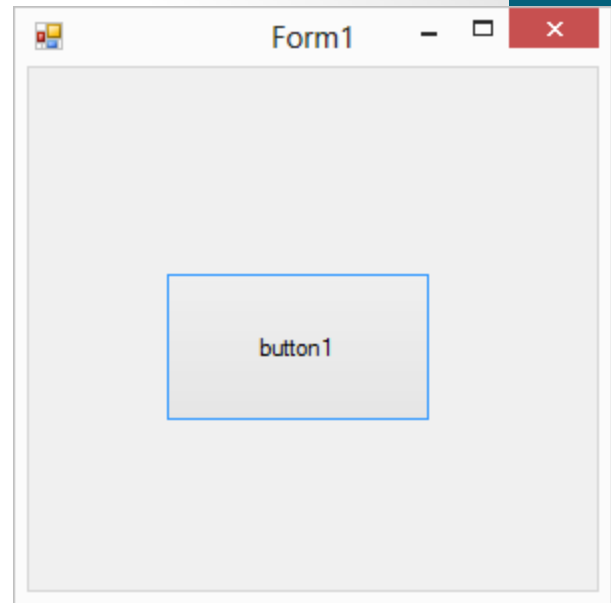
Version:
1.6

File Version:
12.0.6683.5002

Browse...

OK

Cancel



using System;

using System.Collections.Generic;

using System.Windows.Forms;

using Excel = Microsoft.Office.Interop.Excel;

using System.IO;

using System.Runtime.InteropServices;

using System.Reflection;

Object ต่าง ๆ เวลาใช้งาน Excel

object missing = Type.Missing;

Excel.Application oXL = null;

Excel.Workbooks oWBs = null;

Excel.Workbook oWB = null;

Excel.Worksheet oSheet = null;

Excel.Range oCells = null;

Excel.Range oRng1 = null;

Excel.Range oRng2 = null;

โครงสร้างของ Code ที่จะเขียน

```
try{
```

```
.....
```

```
} catch (Exception ex){
```

```
    Console.WriteLine("Error: {0}", ex.Message);}
```

```
finally{
```

```
.....
```

```
}
```

code ในส่วน try

```
// เริ่ม Excel Application
```

```
oXL = new Excel.Application();
```

```
oXL.Visible = false; // ถ้าเป็น true จะเปิดโปรแกรมมาให้เห็น
```

```
// สร้าง Workbook ใหม่
```

```
oWBs = oXL.Workbooks;
```

```
oWB = oWBs.Add();
```

```
// เลือก Worksheet ที่ active และตั้งชื่อ
```

```
oSheet = oWB.ActiveSheet as Excel.Worksheet;
```

```
oSheet.Name = "Report";
```



```
// กรอกข้อมูลใน cell
```

```
oCells = oSheet.Cells;
```

```
oCells[1, 1] = "First Name";
```

```
oCells[1, 2] = "Last Name";
```

```
oCells[1, 3] = "Full Name";
```

```
// สร้าง array ของ user names
```

```
string[,] saNames = new string[,] {
```

```
 {"John", "Smith"},
```

```
 {"Tom", "Brown"},
```

```
 {"Sue", "Thomas"},
```

```
 {"Jane", "Jones"},
```

```
 {"Adam", "Johnson"};}
```

```
// เอา saNames ไปใส่ในช่วง A2 ถึง B6
```

```
oRng1 = oSheet.get_Range("A2", "B6");
```

```
oRng1.Value2 = saNames;
```

```
// กำหนดช่วงที่สนใจให้ oRng2
```

```
oRng2 = oSheet.get_Range("C2", "C6");
```

```
// กำหนดสูตรโดยเอาข้อมูลในช่อง A2 และ B2 มาไว้ที่ช่อง C2 ถึง C6
```

```
oRng2.Formula = "=A2 & \" \" & B2";
```

```
//เพิ่ม Worksheet ใหม่ และตั้งชื่อว่า Report 2
```

```
oSheet = oWB.Worksheets.Add();
```

```
oSheet.Name = "Report2";
```

// ระบุ Path ที่จะ save

```
string fileName = Path.GetDirectoryName(  
    Assembly.GetExecutingAssembly().Location) + "\\Sample1.xlsx";
```

// save

```
oWB.SaveAs(fileName, Excel.XlFileFormat.xlOpenXMLWorkbook,  
    missing, missing, missing, missing,  
    Excel.XlSaveAsAccessMode.xlNoChange, missing, missing,  
    missing, missing, missing);
```

// ปิด Excel Application

```
oWB.Close(missing, missing, missing);
```

```
oXL.UserControl = true;
```

```
oXL.Quit();
```

finally{// เคลียร์ Excel COM resources โดยการเรียก Marshal.FinalReleaseComObject
ให้กับทุก object ที่เราสร้าง

```
    if (oRng2 != null)
    {
        Marshal.FinalReleaseComObject(oRng2);
        oRng2 = null;
    }
    if (oRng1 != null)
    {
        Marshal.FinalReleaseComObject(oRng1);
        oRng1 = null;
    }
    if (oCells != null)
    {
        Marshal.FinalReleaseComObject(oCells);
        oCells = null;
    }
```

```
if (oSheet != null)
{
    Marshal.FinalReleaseComObject(oSheet);
    oSheet = null;
}
if (oWB != null)
{
    Marshal.FinalReleaseComObject(oWB);
    oWB = null;
}
if (oWBs != null)
{
    Marshal.FinalReleaseComObject(oWBs);
    oWBs = null;
}
if (oXL != null)
{
    Marshal.FinalReleaseComObject(oXL);
    oXL = null;
}
}
```