EIGHTEEN

TABLES

Rich's *Table* class offers a variety of ways to render tabular data to the terminal.

To render a table, construct a *Table* object, add columns with *add_column()*, and rows with *add_row()* – then print it to the console.

Here's an example:

```python
from rich.console import Console
from rich.table import Table

table = Table(title="Star Wars Movies")

table.add_column("Released", justify="right", style="cyan", no_wrap=True)
table.add_column("Title", style="magenta")
table.add_column("Box Office", justify="right", style="green")

table.add_row("Dec 20, 2019", "Star Wars: The Rise of Skywalker", "$952,110,690")
table.add_row("May 25, 2018", "Solo: A Star Wars Story", "$393,151,347")
table.add_row("Dec 15, 2017", "Star Wars Ep. V111: The Last Jedi", "$1,332,539,889")
table.add_row("Dec 16, 2016", "Rogue One: A Star Wars Story", "$1,332,439,889")

console = Console()
console.print(table)
```

This produces the following output:

Rich will calculate the optimal column sizes to fit your content, and will wrap text to fit if the terminal is not wide enough to fit the contents.

> **ℹ Note**
>
> You are not limited to adding text in the `add_row` method. You can add anything that Rich knows how to render (including another table).

18.1 Table Options

There are a number of keyword arguments on the Table constructor you can use to define how a table should look.

- `title` Sets the title of the table (text shown above the table).
- `caption` Sets the table caption (text shown below the table).