

Return type

None

add_row(*renderables, style=None, end_section=False)

Add a row of renderables.

Parameters

- ***renderables** (*None or renderable*) – Each cell in a row must be a renderable object (including str), or None for a blank cell.
- **style** (*StyleType, optional*) – An optional style to apply to the entire row. Defaults to None.
- **end_section** (*bool, optional*) – End a section and draw a line. Defaults to False.

Raises**errors.NotRenderableError** – If you add something that can't be rendered.**Return type**

None

add_section()

Add a new section (draw a line after current row).

Return type

None

property expand: **bool**

Setting a non-None self.width implies expand.

get_row_style(console, index)

Get the current row style.

Parameters

- **console** (*Console*)
- **index** (*int*)

Return typestr | *Style***classmethod grid**(*headers, padding=0, collapse_padding=True, pad_edge=False, expand=False)

Get a table with no lines, headers, or footer.

Parameters

- ***headers** (*Union[Column, str]*) – Column headers, either as a string, or *Column* instance.
- **padding** (*PaddingDimensions, optional*) – Get padding around cells. Defaults to 0.
- **collapse_padding** (*bool, optional*) – Enable collapsing of padding around cells. Defaults to True.
- **pad_edge** (*bool, optional*) – Enable padding around edges of table. Defaults to False.
- **expand** (*bool, optional*) – Expand the table to fit the available space if True, otherwise the table width will be auto-calculated. Defaults to False.

Returns

A table instance.