class rich.table.**Table**(*headers*, *title=None*, *caption=None*, *width=None*, *min_width=None*, *box=Box(...)*,
                 safe_box=None, *padding=(0, 1)*, *collapse_padding=False*, *pad_edge=True*,
                 expand=False, *show_header=True*, *show_footer=False*, *show_edge=True*,
                 show_lines=False, *leading=0*, *style='none'*, *row_styles=None*,
                 header_style='table.header', *footer_style='table.footer'*, *border_style=None*,
                 title_style=None, *caption_style=None*, *title_justify='center'*, *caption_justify='center'*,
                 highlight=False)

A console renderable to draw a table.

> **Parameters**
>
> - ***headers** (`Union[`Column`, `str`]`) – Column headers, either as a string, or `Column` instance.
>
> - **title** (`Union[`str`, `Text`], `optional`) – The title of the table rendered at the top. Defaults to None.
>
> - **caption** (`Union[`str`, `Text`], `optional`) – The table caption rendered below. Defaults to None.
>
> - **width** (`int`, `optional`) – The width in characters of the table, or `None` to automatically fit. Defaults to None.
>
> - **min_width** (`Optional[`int`], `optional`) – The minimum width of the table, or `None` for no minimum. Defaults to None.
>
> - **box** (`box.Box`, `optional`) – One of the constants in box.py used to draw the edges (see *Box*), or `None` for no box lines. Defaults to box.HEAVY_HEAD.
>
> - **safe_box** (`Optional[`bool`], `optional`) – Disable box characters that don't display on windows legacy terminal with *raster* fonts. Defaults to True.
>
> - **padding** (`PaddingDimensions`, `optional`) – Padding for cells (top, right, bottom, left). Defaults to (0, 1).
>
> - **collapse_padding** (`bool`, `optional`) – Enable collapsing of padding around cells. Defaults to False.
>
> - **pad_edge** (`bool`, `optional`) – Enable padding of edge cells. Defaults to True.
>
> - **expand** (`bool`, `optional`) – Expand the table to fit the available space if `True`, otherwise the table width will be auto-calculated. Defaults to False.
>
> - **show_header** (`bool`, `optional`) – Show a header row. Defaults to True.
>
> - **show_footer** (`bool`, `optional`) – Show a footer row. Defaults to False.
>
> - **show_edge** (`bool`, `optional`) – Draw a box around the outside of the table. Defaults to True.
>
> - **show_lines** (`bool`, `optional`) – Draw lines between every row. Defaults to False.
>
> - **leading** (`int`, `optional`) – Number of blank lines between rows (precludes show_lines). Defaults to 0.
>
> - **style** (`Union[`str`, `Style`], `optional`) – Default style for the table. Defaults to "none".
>
> - **row_styles** (`List[Union`, `str`], `optional`) – Optional list of row styles, if more than one style is given then the styles will alternate. Defaults to None.
>
> - **header_style** (`Union[`str`, `Style`], `optional`) – Style of the header. Defaults to "table.header".