

**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 type**str | *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.