

# getRow()

Returns a reference to the specified **p5.TableRow**. The reference can then be used to get and set values of the selected row.

## Examples

```
// Given the CSV file "mammals.csv"
// in the project's "assets" folder:
//
// id,species,name
// 0,Capra hircus,Goat
// 1,Panthera pardus,Leopard
// 2,Equus zebra,Zebra

let table;

function preload() {
  //my table is comma separated value "csv"
  //and has a header specifying the columns labels
  table = loadTable('/assets/mammals.csv', 'csv', 'header');
}

function setup() {
  let row = table.getRow(1);
  //print it column by column
  //note: a row is an object, not an array
  for (let c = 0; c < table.getColumnCount(); c++) {
    print(row.getString(c));
  }

  describe('no image displayed');
}
```

## Syntax

getRow(rowID)

## Parameters

rowID Integer: ID number of the row to get

## Returns

p5.TableRow: [p5.TableRow](#) object

This page is generated from the comments in [src/io/p5.Table.js](#) . Please feel free to edit it and submit a pull request!

## Related References

### addColumn

Use addColumn() to add a new column to a Table object.

### addRow

Use addRow() to add a new row of data to a p5.Table object.

### clearRows

Removes all rows from a Table.

### columns

An array containing the names of the columns in the table, if the "header" the table is loaded with the "header" parameter.

### p5.js

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