1.

**void QTableWidgetItem::setData ( int *role*, const**[**QVariant**](qvariant.html)**& *value* )   [virtual]**

Sets the item's data for the given *role* to the specified *value*.

### [QVariant](qvariant.html) QTableWidgetItem::data ( int *role* ) const   [virtual]

Returns the item's data for the given *role*.

2.

**QString & QString::replace ( int *position*, int *n*, const QString & *after* )**

Replaces *n* characters beginning at index *position* with the string *after* and returns a reference to this string.

Example:

QString x = "Say yes!";

QString y = "no";

x.replace(4, 3, y);

*// x == "Say no*!"

### QString & QString::replace ( const QString & *before*, const QString & *after*, [Qt::CaseSensitivity](qt.html#CaseSensitivity-enum) *cs* = Qt::CaseSensitive )

This function overloads [replace](qstring.html#replace)().

Replaces every occurrence of the string *before* with the string *after* and returns a reference to this string.

If *cs* is [Qt::CaseSensitive](qt.html#CaseSensitivity-enum) (default), the search is case sensitive; otherwise the search is case insensitive.

Example:

QString str = "colour behaviour flavour neighbour";

str.replace(QString("ou"), QString("o"));

*// str == "color behavior flavor neighbor"*

**Note:** The replacement text is not rescanned after it is inserted.

Example:

QString equis = "xxxxxx";

equis.replace("xx", "x");

*// equis == "xxx"*

3.