

# TableEditor

RenderContext

The diagram illustrates a TableEditor interface. It features a table grid with four columns labeled A, B, C, and D, and five rows numbered 1 through 5. A dashed box labeled "RenderContext" encompasses the table grid. To the right of the table is a vertical scrollbar, and below the table is a horizontal scrollbar, both labeled "TableControl". The horizontal scrollbar includes a play button icon on the left and a stop button icon on the right. The address "A1" is displayed at the bottom left corner.

	A	B	C	D
1				
2				
3				
4				
5				

A1