

# Element.InsertTableAfter(Int32, Int32)

## Description

Creates and returns a [Table](#) at the end of this Element. The table will contain the specified number of rows and columns.

**C#**

```
public virtual Table InsertTableAfter(int rows, int columns)
```

**vb.net**

```
Public Overridable Function InsertTableAfter(ByVal rows As Integer, ByVal columns As Integer) As Table
```

## Parameters

### *rows*

An `int` representing the number of rows the table will have.

### *columns*

An `int` representing the number of columns the table will have.

## Returns

A `Table` object representing the newly created table.

## Examples

**C#**

```
Table tbl = e.InsertTableAfter(2, 3);
```

**vb.net**

```
Dim tbl As Table = e.InsertTableAfter(2, 3)
```