

# Table

## Description

Represents a table in the Word document.

### C#

```
[DefaultMember("Item")]
public sealed class Table : Element
```

### vb.net

```
<DefaultMember("Item")> _
Public NotInheritable Class Table
    Inherits Element
```

## Remarks

To create a new table, use [Element.InsertTableBefore\(\)](#) or [InsertTableAfter\(\)](#). To get an existing table, use [Element.GetElements](#) or [Element.Children](#) and check which elements are of type [Element.Type.Table](#).

The following sample demonstrates inserting a new table at the end of a document as well as finding the first table in a document.

## Examples

### C#

```
//--- Insert a table at the end of a new document with 3 rows and 5 columns
WordApplication app = new WordApplication();
Document doc = app.Create();
Table table = doc.InsertTableAfter(3, 5);

//--- Get the first table of an existing document
WordApplication app = new WordApplication();
Document doc = app.Open(@"C:\sample.doc");
Table table = doc.GetElements(Element.Type.Table)[0];
```

## vb.net

```
'--- Insert a table at the end of a new document with 3 rows and 5 columns
Dim app As New WordApplication()
Dim doc As Document = app.Create()
Dim table As Table = doc.InsertTableAfter(3, 5)

'--- Get the first table of an existing document
Dim app As New WordApplication()
Dim doc As Document = app.Open("C:\sample.doc")
Dim table As Table = doc.GetElements(Element.Type.Table)(0)
```

## Properties

Name	Description
<a href="#">AbsolutePositioning</a>	Returns an <a href="#">AbsolutePositioning</a> object on which you can control the absolute positioning for the table.
<a href="#">Formatting</a>	Sets or returns a <a href="#">TableFormatting</a> object representing the formatting of this table (borders, padding, shading, etc).
<a href="#">NumRows</a>	Returns an <code>int</code> representing the number of rows in the first row of this table.
<a href="#">PreferredWidth</a>	The page <code>Table.PreferredWidth</code> could not be found.
<a href="#">Style</a>	Sets or returns a <a href="#">NamedStyle</a> object that represents the Style of the current table.

## Indexers

Name	Description
<a href="#">Item(Int32, Int32)</a>	Returns a <a href="#">TableCell</a> object that represents the table cell that exists at the given column and row.

## Methods

Name	Description
<a href="#">AddColumns(Int32)</a>	Adds a specified number of columns to the horizontal end of the table.
<a href="#">AddRows(Int32)</a>	Adds a specified number of rows to the vertical end of the table.
<a href="#">CreateBookmarkOnRow(Int32, String)</a>	Creates a bookmark on the specified row using the specified name.
<a href="#">DeleteColumns(Int32, Int32)</a>	{excerpt-include:Table.DeleteColumns(Int32,
<a href="#">DeleteRows(Int32, Int32)</a>	Deletes one or more rows from the table.
<a href="#">GetNumColumns(Int32)</a>	Returns the number of columns in the specified row of the table.
<a href="#">GetPreferredColumnWidth(Int32)</a>	Returns an <code>int</code> representing the width of a particular column. The <a href="#">GetPreferredColumnWidth</a> method returns the width of the column in twips. One twip = (1/20 pt) or (1/1440 in).

<code>GetPreferredColumnWidthUnits(Int32)</code>	Returns a <code>TableCell.WidthUnits</code> object that represents the units used for the width of a particular column.
<code>GetPreferredWidth(out Units)</code>	Returns a double that represents the preferred width of this cell, with the associated units return in <code>units</code> .
<code>GetRowHeight(Int32)</code>	Returns an <code>int</code> representing the height of a particular row in the table. The default row height unit is twips. One twip = (1/20 pt) or (1/1440 in).
<code>GetRowHeightExact(Int32)</code>	Returns or a <code>boolean</code> that represents if the row height is "exact" (true) or "at least" (false).
<code>ImportDataRow(Object())</code>	Imports data from an array of objects to the current table.
<code>InsertColumns(Int32, Int32)</code>	Inserts one or more columns at the specified position in the table.
<code>InsertRows(Int32, Int32)</code>	Inserts one or more rows at the specified position in the table.
<code>MergeCells(Int32, Int32, Int32, Int32)</code>	Merges the specified set of cells into a single cell.
<code>SetPreferredColumnWidth(Int32, Int32)</code>	Sets an <code>int</code> representing the width of a particular column. In order to set the width of a column, you must first set the <code>PreferredColumnWidthUnit</code> of that column.
<code>SetPreferredColumnWidthUnits(Int32, TableCell.WidthUnits)</code>	Sets a <code>TableCell.WidthUnits</code> object that represents the units used for the width of a particular column.
<code>SetPreferredWidth(Double, Units)</code>	Sets the preferred width of the table and the units for said width.
<code>SetRowHeight(Int32, Int32)</code>	Sets an <code>int</code> representing the height of a particular row in the table. A row height is set in twips. One twip = (1/20 pt) or (1/1440 in).
<code>SetRowHeightExact(Int32, Boolean)</code>	Sets a <code>boolean</code> that represents if the row height is "exact" (true) or "at least" (false).