

ID	...	Creation date	28 March 2009
Platform	S60 3rd Edition FP1, S60 3rd Edition FP2, S60 5th Edition	Tested on devices	S60 Emulator
Category	Qt for S60	Subcategory	Application

Keywords (APIs, classes, methods, functions): QTableWidgetItem

Overview

The QTableWidgetItem class provides an item-based table view with a default model. [QTableWidgetItem](#)

Table widgets provide standard table display facilities for applications. The items in a QTableWidgetItem are provided by QTableWidgetItem.

Preconditions

- Download and Install latest version [Qt for Symbian - Installation packages](#) which has links on how to install the latest version

Various function

- Sets the horizontal header labels using labels.

```
list<<"No."<<"Name"<<"Adder."<<"City"<<"Phone No.";
widget->setHorizontalHeaderLabels(list);
```

- This property holds the number of rows in the table.

```
widget->setRowCount(5);
```

- This property holds the number of columns in the table.

```
widget->setColumnCount(5);
```

- This is used to set the widget in the table.

```
widget->setCellWidget(0,1,lbl);
```

Source code

Header File

```

#ifndef TABLEWIDGET_H
#define TABLEWIDGET_H

#include <QtGui/QWidget>
#include "ui_tableWidget.h"
#include<QStringList>
#include<QTableWidget>
#include<QHBoxLayout>
#include<QPushButton>
#include<QLabel>
class tableWidget : public QWidget
{
    Q_OBJECT

public:
    tableWidget (QWidget *parent = 0);
    ~tableWidget ();

private:
    QTableWidget *widget;
    QHBoxLayout *layout;
    QStringList list;
    QPushButton *but1;
    QLabel *lbl;
};

#endif // TABLEWIDGET_H

```

Source File

```

#include "tableWidget.h"
#include<QTableWidget>
#include<QStringList>
#include<QPushButton>
tableWidget::tableWidget (QWidget *parent)
    : QWidget (parent)
{
    =new QHBoxLayout (this);
    <<"Name" <<"Adder";
    =new QTableWidget (this);
    =new QPushButton ("Press", this);
    -> widget->setRowCount (3);
    -> widget->setColumnCount (15);
    -> widget->setHorizontalHeaderLabels (list);
    -> widget->setCellWidget (0, 0, but1);
    widget->setCellWidget (0, 1, lbl);
    -> addWidget (widget);
    setLayout ();
}

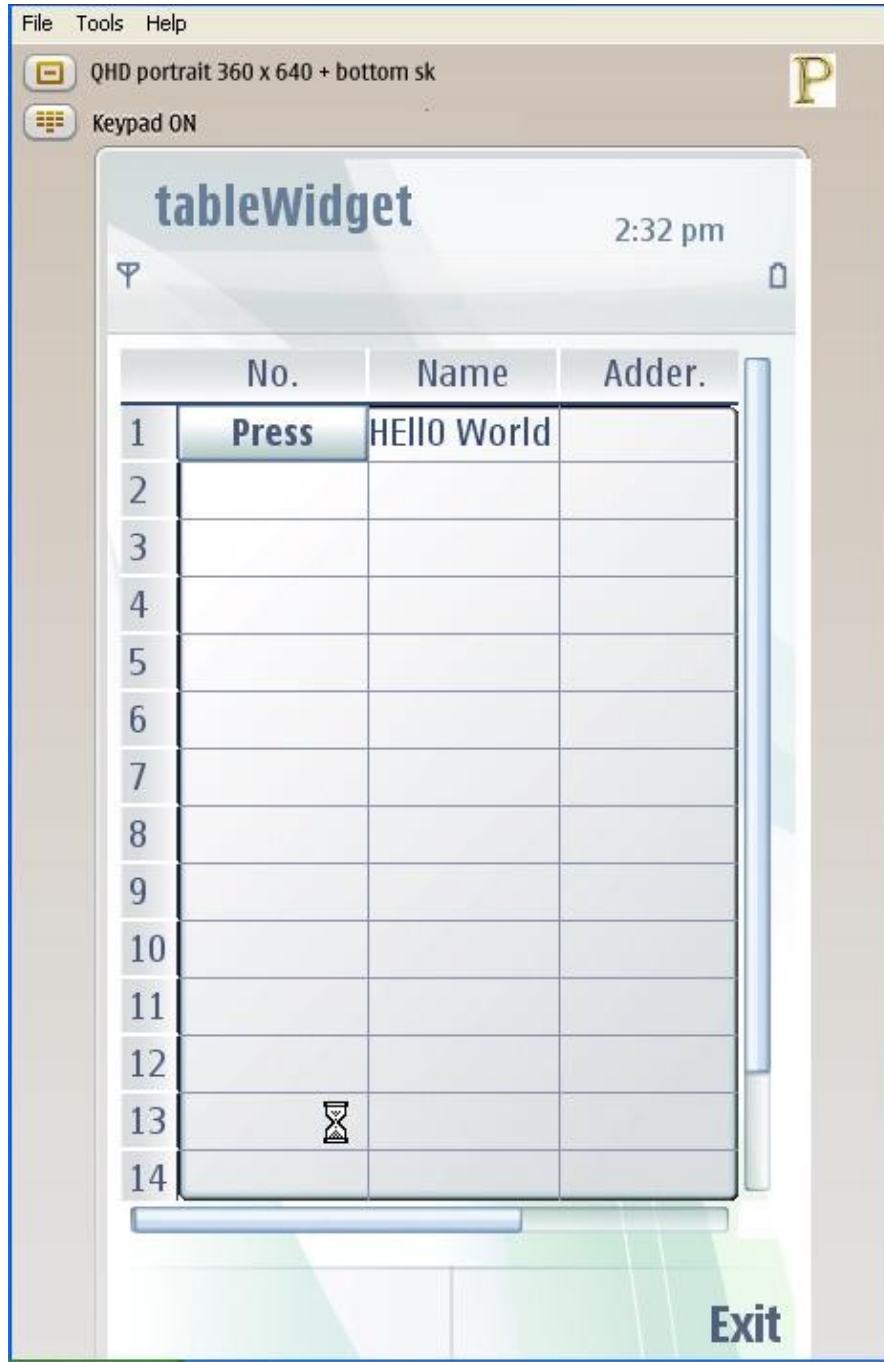
tableWidget::~tableWidget ()
{
    // No need to delete any object it has got a parent which is properly deleted.
}

```

}

Screenshot

More about [QTableWidget](#)



More about [QTableWidget](#)