

Modul:Aligned table

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Implements [Vorlage:TI](#)

```
-- This module implements {{aligned table}}
local p = {}

local function isnotempty(s)
    return s and s:match( '^%s*(.)%s*$' ) ~= ''
end

function p.table(frame)
    local args = (frame.args[3] ~= nil) and frame.args or frame:getParent().args
    local entries = {}
    local colclass = {}
    local colstyle = {}
    local cols = tonumber(args['cols']) or 2

    -- create the root table
    local root = mw.html.create('table')

    -- add table style for fullwidth
    if isnotempty(args['fullwidth']) then
        root
            :css('width', '100%')
            :css('border-collapse', 'collapse')
            :css('border-spacing', '0px 0px')
            :css('border', 'none')
    end

    -- add table classes
    if isnotempty(args['class']) then
        root.addClass(args['class'])
    end

    -- add table style
    if isnotempty(args['style']) then
        root.cssText(args['style'])
    end

    -- build arrays with the column styles and classes
    if isnotempty(args['leftright']) then
        colstyle[1] = 'text-align:left;'
        colstyle[2] = 'text-align:right;'
    end
    if isnotempty(args['rightleft']) then
        colstyle[1] = 'text-align:right;'
        colstyle[2] = 'text-align:left;'
    end

    for i = 1,cols do
        colclass[ i ] = colclass[ i ] or ''
    end
end
```

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colstyle[ i ] = colstyle[ i ] or ''
if isnotempty(args['colstyle']) then
    colstyle[ i ] = args['colstyle'] .. ';' .. colstyle[ i ]
end
if isnotempty(args['colalign' .. tostring(i)]) then
    colstyle[ i ] = 'text-align:' .. args['colalign' .. tostring(i)] .
elseif isnotempty(args['col' .. tostring(i) .. 'align']) then
    colstyle[ i ] = 'text-align:' .. args['col' .. tostring(i) .. 'ali
elseif isnotempty(args['align' .. tostring(i)]) then
    colstyle[ i ] = 'text-align:' .. args['align' .. tostring(i)] .. '
end
if isnotempty(args['colnowrap' .. tostring(i)]) then
    colstyle[ i ] = 'white-space:nowrap;' .. colstyle[ i ]
elseif isnotempty(args['col' .. tostring(i) .. 'nowrap']) then
    colstyle[ i ] = 'white-space:nowrap;' .. colstyle[ i ]
elseif isnotempty(args['nowrap' .. tostring(i)]) then
    colstyle[ i ] = 'white-space:nowrap;' .. colstyle[ i ]
end
if isnotempty(args['colwidth' .. tostring(i)]) then
    colstyle[ i ] = 'width:' .. args['colwidth' .. tostring(i)] .. ';'
elseif isnotempty(args['col' .. tostring(i) .. 'width']) then
    colstyle[ i ] = 'width:' .. args['col' .. tostring(i) .. 'width']
elseif isnotempty(args['colwidth']) then
    colstyle[ i ] = 'width:' .. args['colwidth'] .. ';' .. colstyle[ i
end
if isnotempty(args['colstyle' .. tostring(i)]) then
    colstyle[ i ] = colstyle[ i ] .. args['colstyle' .. tostring(i)]
elseif isnotempty(args['col' .. tostring(i) .. 'style']) then
    colstyle[ i ] = colstyle[ i ] .. args['col' .. tostring(i) .. 'sty
elseif isnotempty(args['style' .. tostring(i)]) then
    colstyle[ i ] = colstyle[ i ] .. args['style' .. tostring(i)]
end
if isnotempty(args['colclass' .. tostring(i)]) then
    colclass[ i ] = args['colclass' .. tostring(i)]
elseif isnotempty(args['col' .. tostring(i) .. 'class']) then
    colclass[ i ] = args['col' .. tostring(i) .. 'class']
elseif isnotempty(args['class' .. tostring(i)]) then
    colclass[ i ] = args['class' .. tostring(i)]
end
end
-- compute the maximum cell index
local cellcount = 0
for k, v in pairs( args ) do
    if type( k ) == 'number' then
        cellcount = math.max(cellcount, k)
    end
end
-- compute the number of rows
local rows = math.ceil(cellcount / cols)

-- build the table content
if isnotempty(args['title']) then
    local caption = root:tag('caption')
    caption:cssText(args['titlestyle'])
    caption:wikitext(args['title'])
end
if isnotempty(args['above']) then
    local row = root:tag('tr')
    local cell = row:tag('th')
    cell:attr('colspan', cols)
    cell:cssText(args['abovestyle'])
    cell:wikitext(args['above'])
end
for j=1,rows do
    -- start a new row
    local row = root:tag('tr')
    if isnotempty(args['rowstyle']) then

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        row:cssText(args['rowstyle'])
    else
        row:css('vertical-align', 'top')
    end
end
if isnotempty(args['rowclass']) then
    row:addClass(args['rowclass'])
end
-- loop over the cells in the row
for i=1,cols do
    local cell
    if isnotempty(args['row' .. tostring(j) .. 'header']) then
        cell = row:tag('th'):attr('scope','col')
    elseif isnotempty(args['col' .. tostring(i) .. 'header']) then
        cell = row:tag('th'):attr('scope','row')
    else
        cell = row:tag('td')
    end
    if args['class' .. tostring(j) .. '.' .. tostring(i)] then
        cell:addClass(args['class' .. tostring(j) .. '.' .. tostring(i)])
    else
        if args['rowclass' .. tostring(j)] then
            cell:addClass(args['rowclass' .. tostring(j)])
        elseif args['row' .. tostring(j) .. 'class'] then
            cell:addClass(args['row' .. tostring(j) .. 'class'])
        elseif args['rowevenclass'] and math.fmod(j,2) == 0 then
            cell:addClass(args['rowevenclass'])
        elseif args['rowoddclass'] and math.fmod(j,2) == 1 then
            cell:addClass(args['rowoddclass'])
        end
        if colclass[i] ~= '' then
            cell:addClass(colclass[i])
        end
    end
    if args['style' .. tostring(j) .. '.' .. tostring(i)] then
        cell:cssText(args['style' .. tostring(j) .. '.' .. tostring(i)])
    else
        if args['rowstyle' .. tostring(j)] then
            cell:cssText(args['rowstyle' .. tostring(j)])
        elseif args['rowevenstyle'] and math.fmod(j,2) == 0 then
            cell:cssText(args['rowevenstyle'])
        elseif args['rowoddstyle'] and math.fmod(j,2) == 1 then
            cell:cssText(args['rowoddstyle'])
        elseif args['row' .. tostring(j) .. 'style'] then
            cell:cssText(args['row' .. tostring(j) .. 'style'])
        end
        if isnotempty(colstyle[i]) then
            cell:cssText(colstyle[i])
        end
    end
    cell:wikitext(mw.uststring.gsub(args[cols*(j - 1) + i] or '', '^(-)'))
end
end
-- return the root table
return tostring(root)
end
return p

```