ElementHandle.press() method

Focuses the element, and then uses [Keyboard.down()](...) and [Keyboard.up()](...).

Signature:

```
press(key: KeyInput, options?: PressOptions): Promise<void>;
```

Parameters

Parameter	Type	Description
key	[KeyInput](...)	Name of key to press, such as `ArrowLeft`. See [KeyInput](...) for a list of all key names.
options	[PressOptions](...)	

Returns:

Promise<void>

Remarks

If `key` is a single character and no modifier keys besides `Shift` are being held down, a `keypress` / `input` event will also be generated. The `text` option can be specified to force an input event to be generated.

NOTE Modifier keys DO affect `elementHandle.press`. Holding down `Shift` will type the text in upper case.