## Mouse.drag() method

Dispatches a drag event.

## Signature:

```
drag(start: Point, target: Point): Promise<Protocol.Input.DragData>;
```

## **Parameters**

Parameter	Туре	Description
start	<u>Point</u>	starting point for drag
target	<u>Point</u>	point to drag to

## **Returns:**

Promise < Protocol.Input.DragData >