

PuppeteerNode class

Extends the main [Puppeteer](#) class with Node specific behaviour for fetching and downloading browsers.

If you're using Puppeteer in a Node environment, this is the class you'll get when you run

```
require('puppeteer') (or the equivalent ES import).
```

Signature:

```
export declare class PuppeteerNode extends Puppeteer
```

Extends: [Puppeteer](#)

Remarks

The most common method to use is [launch](#), which is used to launch and connect to a new browser instance.

See [the main Puppeteer class](#) for methods common to all environments, such as [Puppeteer.connect\(\)](#).

The constructor for this class is marked as internal. Third-party code should not call the constructor directly or create subclasses that extend the `PuppeteerNode` class.

Example

The following is a typical example of using Puppeteer to drive automation:

```
const puppeteer = require('puppeteer');

(async () => {
  const browser = await puppeteer.launch();
  const page = await browser.newPage();
  await page.goto('https://www.google.com');
  // other actions...
  await browser.close();
})();
```

Once you have created a `page` you have access to a large API to interact with the page, navigate, or find certain elements in that page. The [page` documentation](#) lists all the available methods.

Properties

Property	Modifiers	Type	Description
product		string	The name of the browser that is under automation ("chrome" or "firefox")

Methods

Method	Modifiers	Description
--------	-----------	-------------

<u>connect(options).</u>		This method attaches Puppeteer to an existing browser instance.
<u>createBrowserFetcher(options).</u>		
<u>defaultArgs(options).</u>		
<u>executablePath(channel).</u>		
<u>launch(options).</u>		Launches puppeteer and launches a browser instance with given arguments and options when specified.