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## Page.click() method

This method fetches an element with **selector**, scrolls it into view if needed, and then uses Page.mouse to click in the center of the element. If there's no element matching **selector**, the method throws an error.

Signature:

```
click(selector: string, options?: {  
    delay?: number;  
    button?: MouseButton;  
    clickCount?: number;  
}): Promise<void>;
```

## Parameters

Parameter	Type	Description
selector	string	A selector to search for element to click. If there are multiple elements satisfying the selector, the first will be clicked
options	{ delay?: number; button?: MouseButton; clickCount?: number; }	Object

Returns:

Promise<void>

Promise which resolves when the element matching **selector** is successfully clicked. The Promise will be rejected if there is no element matching **selector**.

## Remarks

Bear in mind that if **click()** triggers a navigation event and there's a separate **page.waitForNavigation()** promise to be resolved, you may end up with a race condition that yields unexpected results. The correct pattern for click and wait for navigation is the following:

```
const [response] = await Promise.all([  
page.waitForNavigation(waitOptions),  
page.click(selector, clickOptions),  
]);
```

Shortcut for `page.mainFrame().click(selector[, options])`.