

[Home](#) > [puppeteer](#) > [Page](#) > [queryObjects](#)

Page.queryObjects() method

This method iterates the JavaScript heap and finds all objects with the given prototype.

Signature:

```
queryObjects(prototypeHandle: JSHandle): Promise<JSHandle>;
```

Parameters

Parameter	Type	Description
prototypeHandle	JSHandle	a handle to the object prototype.

Returns:

Promise<[JSHandle](#)>

Promise which resolves to a handle to an array of objects with this prototype.

Remarks

Shortcut for [page.mainFrame\(\).executionContext\(\).queryObjects\(prototypeHandle\)](#).

Example

```
// Create a Map object
await page.evaluate(() => window.map = new Map());
// Get a handle to the Map object prototype
const mapPrototype = await page.evaluateHandle(() => Map.prototype);
// Query all map instances into an array
const mapInstances = await page.queryObjects(mapPrototype);
// Count amount of map objects in heap
const count = await page.evaluate(maps => maps.length, mapInstances);
await mapInstances.dispose();
await mapPrototype.dispose();
```