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.