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]).

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