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## Frame.tap() method

This method fetches an element with **selector**, scrolls it into view if needed, and then uses Page.touchscreen to tap in the center of the element.

Signature:

```
tap(selector: string): Promise<void>;
```

## Parameters

Parameter	Type	Description
selector	string	the selector to tap.

Returns:

Promise<void>

a promise that resolves when the element has been tapped.

## Remarks

If there's no element matching **selector**, the method throws an error.