

Home > puppeteer > ElementHandle > press

## 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.