

## Mouse.dragAndDrop() method

Performs a drag, dragenter, dragover, and drop in sequence.

**Signature:**

```
dragAndDrop(start: Point, target: Point, options?: {  
  delay?: number;  
}): Promise<void>;
```

### Parameters

Parameter	Type	Description
start	<a href="#">Point</a>	
target	<a href="#">Point</a>	point to drag from
options	{ delay?: number; }	An object of options. Accepts delay which, if specified, is the time to wait between dragover and drop in milliseconds. Defaults to 0.

**Returns:**

Promise<void>