**Element Exists *Zappy.ZappyActions.ElementPicker***

Checks the pick element is exists or not on UI. To get decision of exists Element.

**MISC**

* **Element –** Pick the particular element from the desktop **Zappy** will perform actions according to that functionality. Pick element generate XML code with properties like Id, Type, Path, Value, etc.
* **EvaluationExpression –** Boolean.

**OUTPUT**

* **EvaluationResult –** True if the specified pick elementmatches; otherwise, false.