

Difference between fill() and pressSequentially() in Playwright

■ fill()

- Purpose: Used to set the value of an input or textarea.
- Behavior: Clears the existing value (if any) and enters the new value all at once.
- Does not trigger keyboard events like keydown, keyup, or keypress.
- Syntax:

```
await page.locator('input#name').fill('John Doe');
```
- Use case: Quickly set the value of an input field without simulating keystrokes.
- Triggers: input event, change event (when focus is moved away).
- Not triggered: keydown, keypress, keyup.

■ pressSequentially()

- Purpose: Simulates typing individual characters one by one.
- Behavior: Sends a sequence of key presses and triggers all keyboard events.
- Does not clear the field unless manually done.
- Syntax:

```
await page.locator('input#name').pressSequentially('John Doe');
```
- Use case: Mimic real typing including autocomplete, input masks, etc.
- Triggers: keydown, keypress, keyup, input (for each character), change.

■ Comparison Table

Feature	fill()	pressSequentially()
Clears input before	■ Yes	■ No
Simulates real typing	■ No	■ Yes
Fires keyboard events	■ No	■ Yes
Performance	■ Fast	■ Slower
Use case	Set field value directly	Test keystroke-sensitive behavior

■ Summary

If you want to...	Use
Just set a value quickly	fill()
Simulate typing and trigger key events	pressSequentially()