

# Accessibility

The Accessibility class provides methods for inspecting Chromium's accessibility tree. The accessibility tree is used by assistive technology such as screen readers or switches.

Accessibility is a very platform-specific thing. On different platforms, there are different screen readers that might have wildly different output.

Rendering engines of Chromium, Firefox and WebKit have a concept of "accessibility tree", which is then translated into different platform-specific APIs. Accessibility namespace gives access to this Accessibility Tree.

Most of the accessibility tree gets filtered out when converting from internal browser AX Tree to Platform-specific AX-Tree or by assistive technologies themselves. By default, Playwright tries to approximate this filtering, exposing only the "interesting" nodes of the tree.

# **Deprecated**

## snapshot

Added in: v1.8



#### **DEPRECATED**

This method is deprecated. Please use other libraries such as <u>Axe</u> if you need to test page accessibility. See our Node.js <u>guide</u> for integration with Axe.

Captures the current state of the accessibility tree. The returned object represents the root accessible node of the page.



The Chromium accessibility tree contains nodes that go unused on most platforms and by most screen readers. Playwright will discard them as well for an easier to process tree, unless (interesting\_only) is set to false.

#### Usage

An example of dumping the entire accessibility tree:

#### Sync Async

```
snapshot = page.accessibility.snapshot()
print(snapshot)
```

An example of logging the focused node's name:

#### Sync Async

```
def find_focused_node(node):
    if node.get("focused"):
        return node
    for child in (node.get("children") or []):
        found_node = find_focused_node(child)
        if found_node:
            return found_node
    return None

snapshot = page.accessibility.snapshot()
node = find_focused_node(snapshot)
if node:
    print(node["name"])
```

### **Arguments**

• interesting\_only bool (optional)

Prune uninteresting nodes from the tree. Defaults to true.

root ElementHandle (optional)

The root DOM element for the snapshot. Defaults to the whole page.

#### Returns

NoneType|Dict

The role. o name str A human readable name for the node. value str|float The current value of the node, if applicable. description str An additional human readable description of the node, if applicable. keyshortcuts str Keyboard shortcuts associated with this node, if applicable. roledescription str A human readable alternative to the role, if applicable. valuetext str A description of the current value, if applicable. disabled bool Whether the node is disabled, if applicable. expanded bool Whether the node is expanded or collapsed, if applicable. focused bool Whether the node is focused, if applicable. modal bool Whether the node is modal, if applicable.

role str

multiline bool

Whether the node text input supports multiline, if applicable.

• multiselectable book

Whether more than one child can be selected, if applicable.

readonly bool

Whether the node is read only, if applicable.

required bool

Whether the node is required, if applicable.

selected bool

Whether the node is selected in its parent node, if applicable.

checked bool|"mixed"

Whether the checkbox is checked, or "mixed", if applicable.

pressed bool|"mixed"

Whether the toggle button is checked, or "mixed", if applicable.

• level int

The level of a heading, if applicable.

valuemin float

The minimum value in a node, if applicable.

valuemax float

The maximum value in a node, if applicable.

autocomplete str

What kind of autocomplete is supported by a control, if applicable.

haspopup str

What kind of popup is currently being shown for a node, if applicable.

• invalid str

Whether and in what way this node's value is invalid, if applicable.

• orientation str

Whether the node is oriented horizontally or vertically, if applicable.

• children List[Dict]

Child nodes, if any, if applicable.