Upload Files

**1. Single File Upload: Use setInputFiles() to upload one file**

In Playwright, you can upload a file by interacting with an <input type="file"> element and using the setInputFiles() method to specify the file path.

**Example:**

javascript

Copy code

const fileInputLocator = page.locator('input[type="file"]');

await fileInputLocator.setInputFiles('path/to/file.txt');

**2. Multiple File Uploads: Use setInputFiles() with an array of file paths for multi-file uploads**

To upload multiple files at once, pass an array of file paths to the setInputFiles() method.

**Example:**

javascript

Copy code

const fileInputLocator = page.locator('input[type="file"]');

await fileInputLocator.setInputFiles(['path/to/file1.txt', 'path/to/file2.png']);

**3. Clear Uploaded Files: Use setInputFiles(null) to clear file inputs**

You can clear previously uploaded files by passing null to the setInputFiles() method.

**Example:**

javascript

Copy code

const fileInputLocator = page.locator('input[type="file"]');

await fileInputLocator.setInputFiles(null);

**4. Programmatic File Upload: Use evaluate() or dispatchEvent() to simulate file uploads programmatically**

You can trigger file uploads programmatically by manipulating the file input element with JavaScript.

**Example:**

javascript

Copy code

const fileInputLocator = page.locator('input[type="file"]');

await fileInputLocator.evaluate(input => {

const file = new File(['file content'], 'example.txt', { type: 'text/plain' });

const dataTransfer = new DataTransfer();

dataTransfer.items.add(file);

input.files = dataTransfer.files;

input.dispatchEvent(new Event('change'));

});

**5. FileChooser: Use the fileChooser event to upload files when triggered by the browser**

The fileChooser event allows you to handle file uploads by intercepting file dialogs triggered by file input interactions.

**Example:**

javascript

Copy code

const [fileChooser] = await Promise.all([

page.waitForEvent('filechooser'),

page.locator('input[type="file"]').click()

]);

await fileChooser.setFiles('path/to/file.txt');