

```
from pynput.mouse import Button, Controller
```

```
mouse = Controller()
```

```
# Read pointer position
```

```
print('The current pointer position is {}'.format(
    mouse.position))
```

```
# Set pointer position
```

```
mouse.position = (10, 20)
```

```
print('Now we have moved it to {}'.format(
    mouse.position))
```

```
# Move pointer relative to current position
```

```
mouse.move(5, -5)
```

```
# Press and release
```

```
mouse.press(Button.left)
```

```
mouse.release(Button.left)
```

```
# Double click; this is different from pressing and releasing
```

```
# twice on macOS
```

```
mouse.click(Button.left, 2)
```

```
# Scroll two steps down
```

```
mouse.scroll(0, 2)
```