## SepTech New Payment Method

- 2.1 User clicks UI element for "manage payment methods".
- 2.2 Settings page GUI records user input.
- 2.3 Settings page controller loads manage payment methods page.
- 2.4 Settings page GUI displays payment method page UI.
- 2.5 User clicks UI element for "new payment method".
- 2.6 Settings page GUI records user input.
- 2.7 Settings page controller creates text-boxes for payment information.
- 2.8 Settings page GUI displays payment info text-boxes.
- 2.9 User fills out UI elements.
- 2.10 Settings page GUI passes input.
- 2.11 Settings page controller records input.
- 2.12 DBMgr checks if payment method is already in the system.
- 2.13 Account table returns true or false depending on if the payment method is valid.
- 2.14 If true is returned, then
  - 2.14.1 DBMgr checks if payment method is credible.
  - 2.14.2 Visa database returns true or false depending on if the payment method is valid.
  - 2.14.3 If true is returned, then
    - 2.14.3.1 Account table saves payment method.
    - 2.14.3.2 Settings page controller creates a "successfully saved" msg.
    - 2.14.3.3 Settings page GUI displays msg.
  - 2.14.4 Else
    - 2.14.4.1 Account table passes method save failure.
    - 2.14.4.2 Settings page controller creates a "invalid payment method" msg.
    - 2.14.4.3 Settings page GUI displays msg.

## 2.15 Else

- 2.15.1 Account table passes method save failure.
- 2.15.2 Settings page controller creates a "invalid payment method" msg.
- 2.15.3 Settings page GUI displays msg.

## SepTech/New Payment Method Sequence Diagram Settings Settings Account DBMgr Visa Database Page GUI Page Controller **Table** <<Ul Interaction>> record input load page <<display payment page UI>> record input <<UI Interaction>> create textbox UI <<dsiplay card input boxes>> <<UI Interaction>> check for duplicate pass input record input check methods validity Alternative [If input is valid] create "method saved Alternative save method to table pass validation [If input is valid] <<display msg>> pass failure create "invalid method" <<display msg>> pass failure

create "method

already exists" msg

<<display msg>>