# mojaloop

# Anatomy of a Mojaloop Transfer



#### **Overview: Purpose**

The purpose of the API is to enable interoperable financial transactions from a Payer located in one Digital Financial Service Provider (FSP) to a Payee located in another FSP, without the Payer needing to know which FSP the Payee uses.

#### API Limits/Restrictions:

The API does not currently support transfers which require currency conversion (Design/PoC work ongoing)

All participants currently need to belong to the same switch. (Design/PoC work ongoing)

The API facilitates communications between DFSPs. It does not specify any front-end interactions with the end customer

Prefunded accounts (Settlements, Funds In/Out, Reconciliation handled separately, outside of the Open API)

#### **Overview:**

#### FSPIOP API Public Release

**Document Set** 

Version 1.0

Change Control Board [CCB]

Roadmap

#### **Overview: Document set**

**Logical Documents** 

- 1. Glossary
- 2. Data Model
- 3. Generic Transaction Patterns
- 4. Use Cases
- 5. Business rules
- ➤ Operational guidelines

Async REST Binding Docs

- 6. API Definitions
  - **≻**Interoperation
  - **≻**Settlement
  - **≻**Rules
  - ➤ Reporting
- 7. JSON Binding Rules
- 8. Scheme Rules

Data Integrity, Confidentiality, Non-repudiation

- 9. PKI Best Practices
- 10. Signature
- 11. Encryption

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ML OSS for BMGF

#### Overview: Resources for Reference

mojaloop.io mojaloop.io/documentation github.com/mojaloop/mojaloop-specification

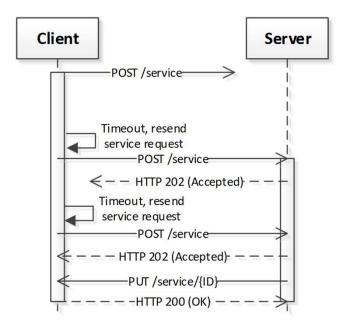
(Supporting Files section includes Swagger files)

#### **API Introduction: General characteristics**

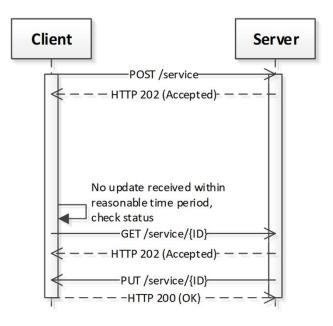
- 1. "Service Oriented REST"-architecture ("RESTish")
- 2. HTTP and HTTP over TLS
- 3. All services are asynchronous
- 4. Only HTTP status codes 2xx and 4xx in HTTP response. Any processing errors in a server are sent in callback
- 5. JSON is used as data exchange format
- 6. Represent irrevocable financial transactions: transfers may be reversed, but may not be cancelled
- 7. Idempotent GET and POST
  - a. POST is idempotent as long as same service ID is sent

#### **API Introduction: Error Handling**

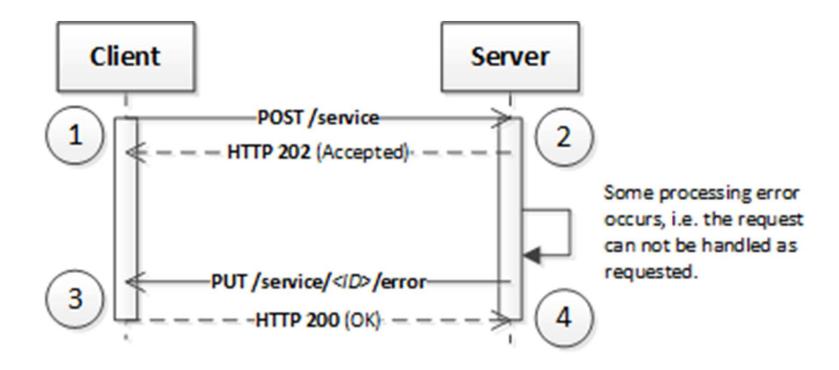
#### Client missing accepted response



#### Client missing callback



#### **API Introduction: HTTP Mechanism - Errors**



#### A Mojaloop Transfer has three stages:

# Discovery



Agreement



Transfer

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#### The three stages

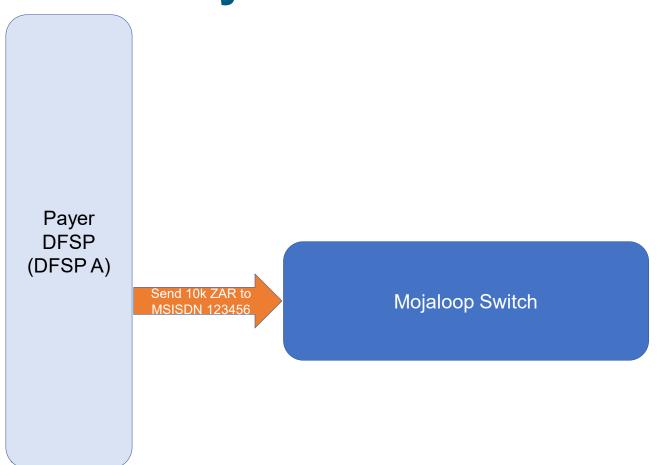
- In the discovery phase:
  - The payer's DFSP identifies the owner of the identifier to which the payer wants to transfer funds;
  - The payee's DFSP provides information that the payer can use to check that they are sending to the
    account intended.
- In the agreement phase:
  - The payer's DFSP exposes the details of the proposed transaction
  - The payee's DFSP confirms that the payee's account can receive the proposed transfer
  - · The payee's DFSP defines the terms under which the transfer will be accepted
  - The payee's DFSP puts a cryptographic lock and an expiry date on the transfer terms
- In the *transfer* phase:
  - The payer's DFSP and the switch reserve funds so that they can't be spent twice.
  - The payee's DFSP confirms that the transfer conforms with the terms agreed.
  - The payee's DFSP provides the switch and the payer's DFSP with a cryptographic key which confirms that the transfer has completed.
  - The payee's DFSP completes the transfer to the payee's account
  - The payer's DFSP removes the funds from the payer's account
  - The switch records the transfer for use by the settlement service

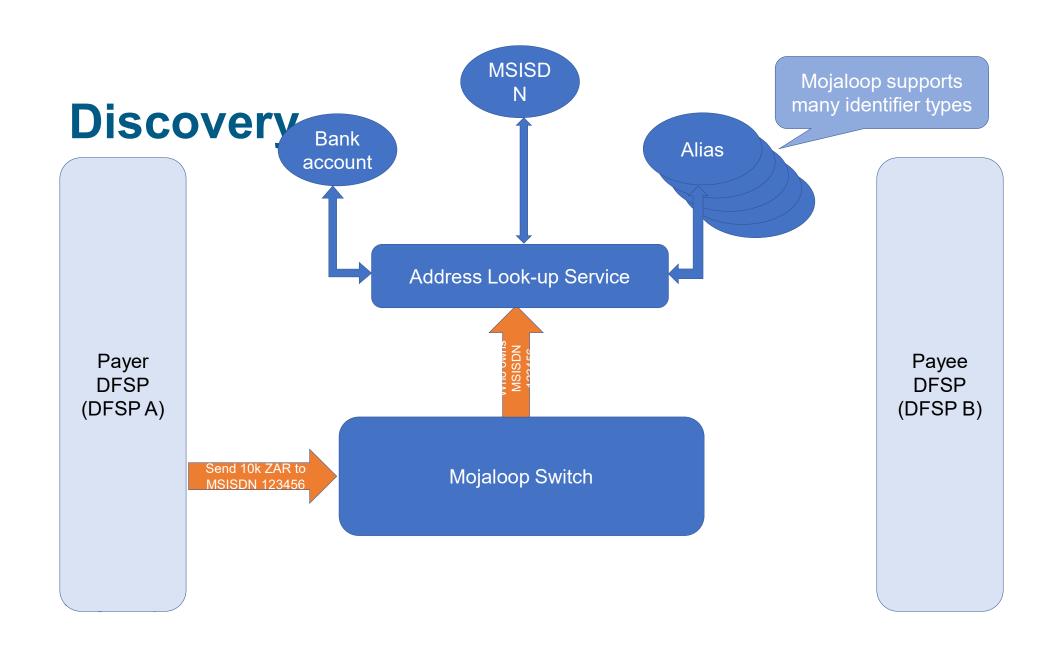
#### The transfer model

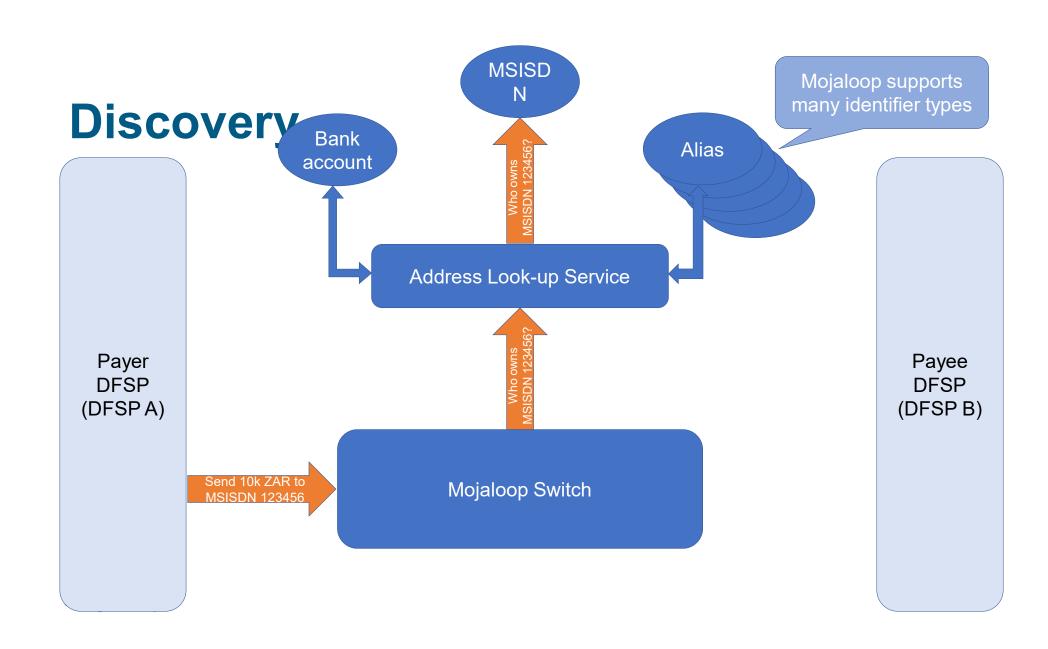
Payer DFSP (DFSPA)

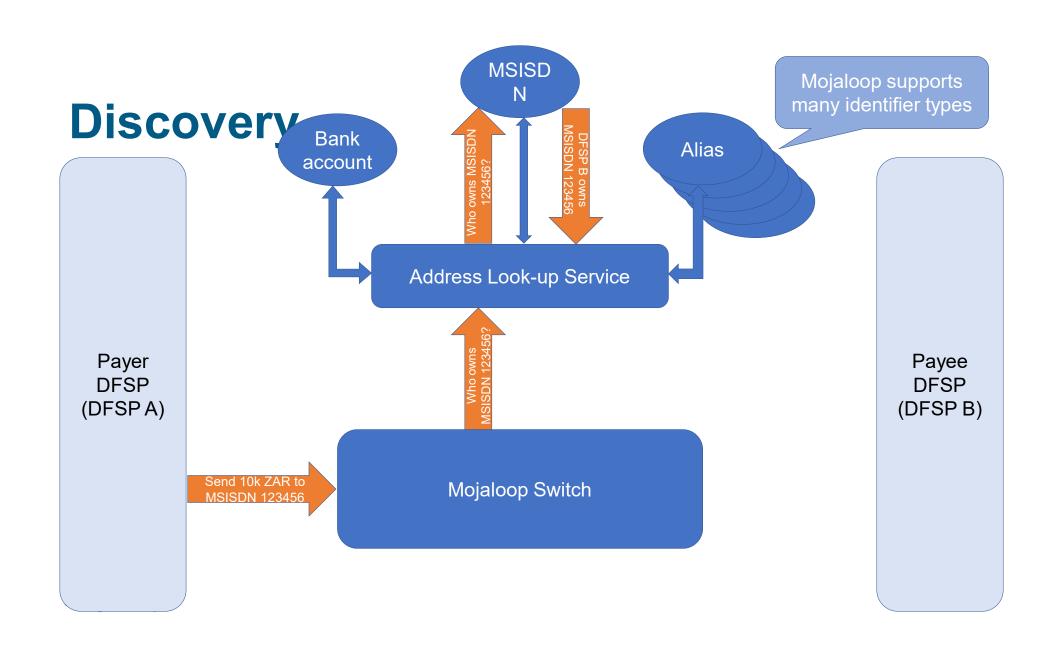
Mojaloop Switch

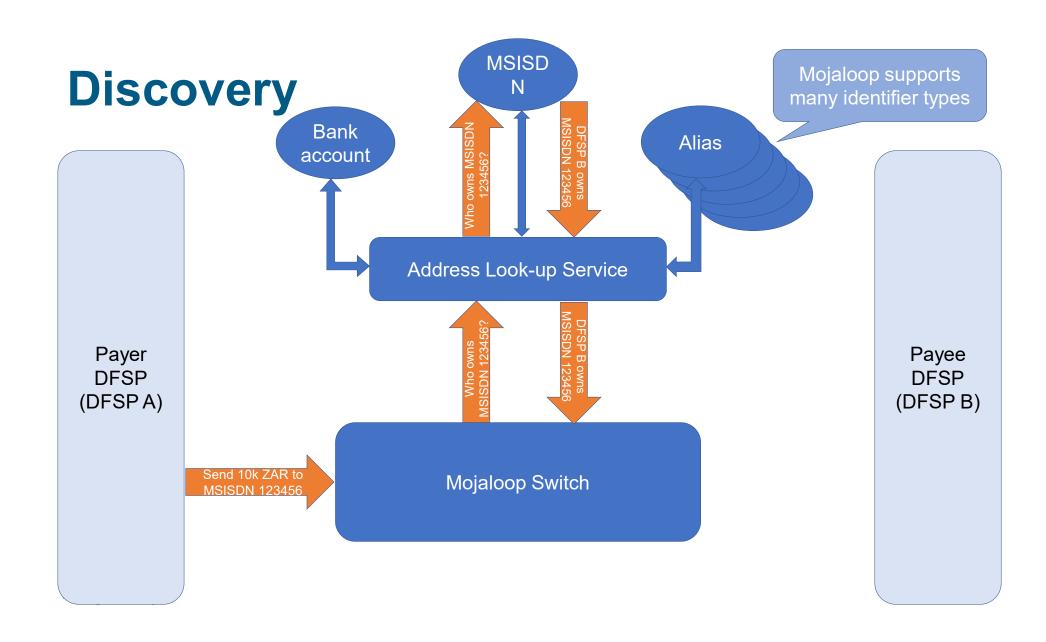
## **Discovery**

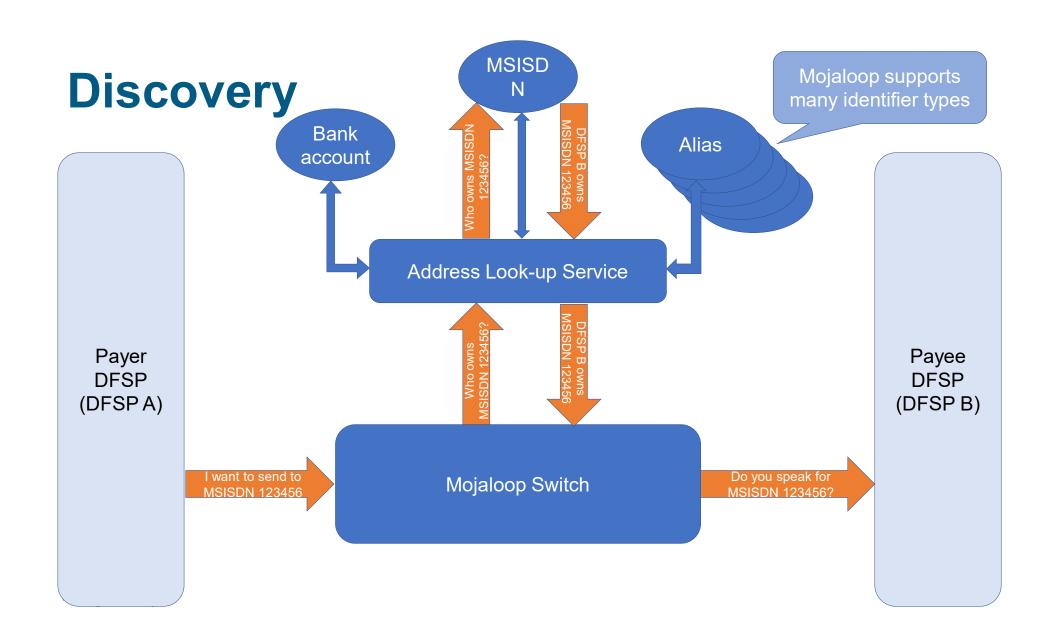


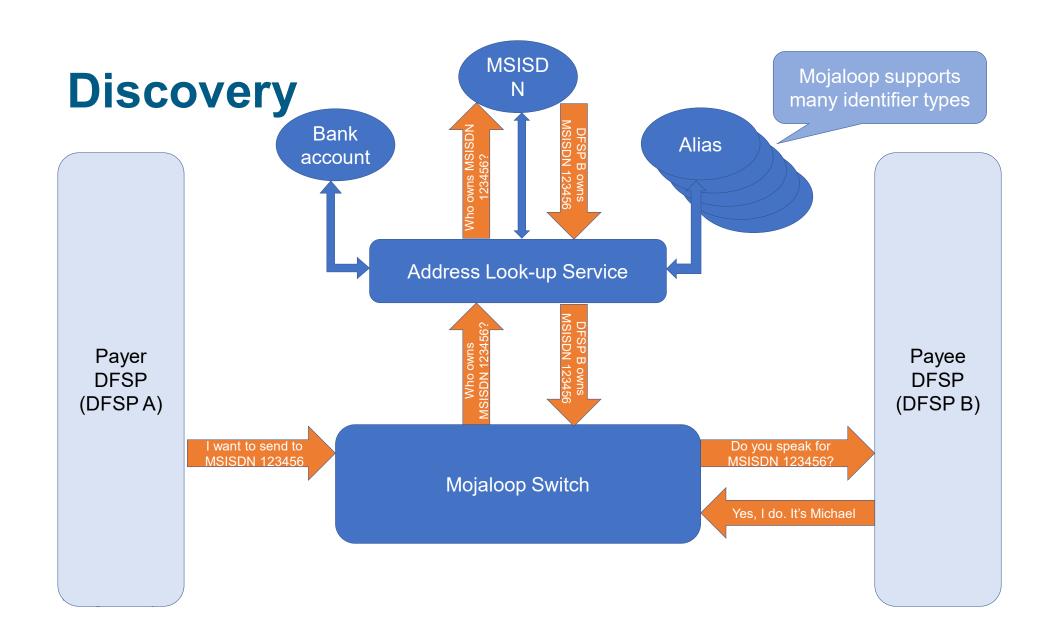


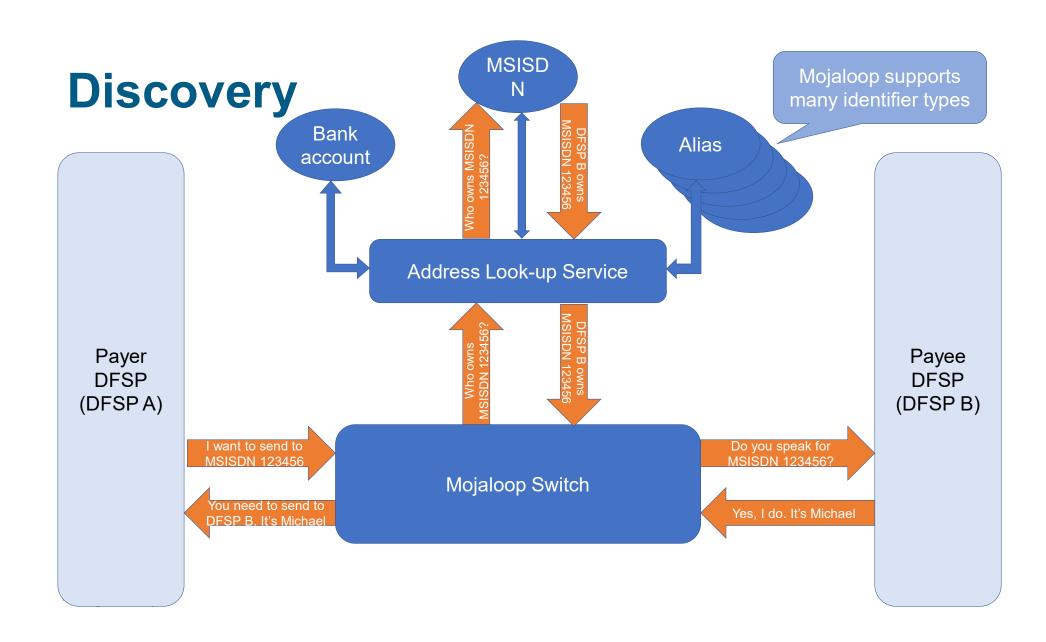




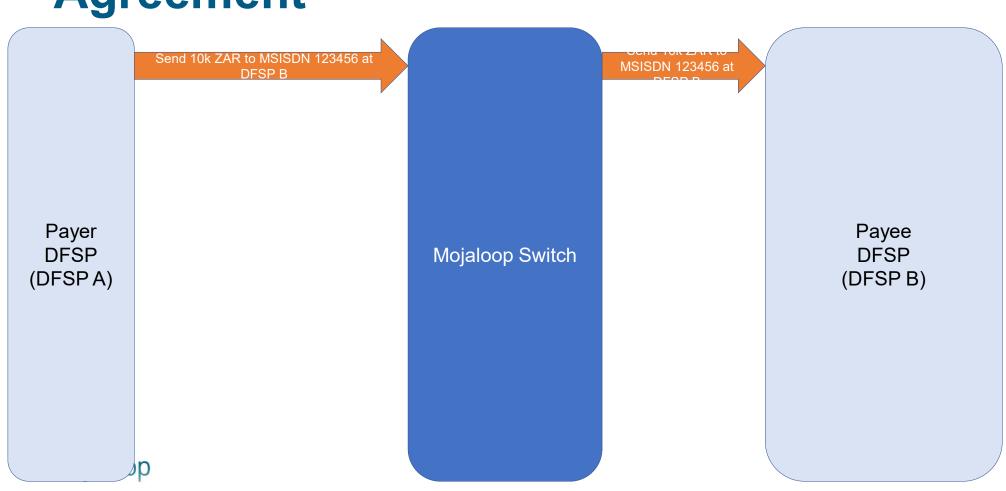


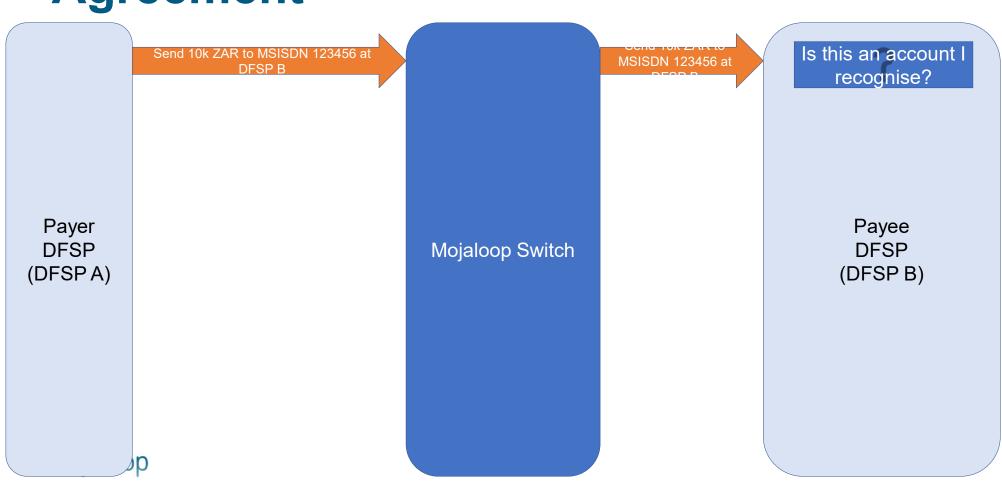


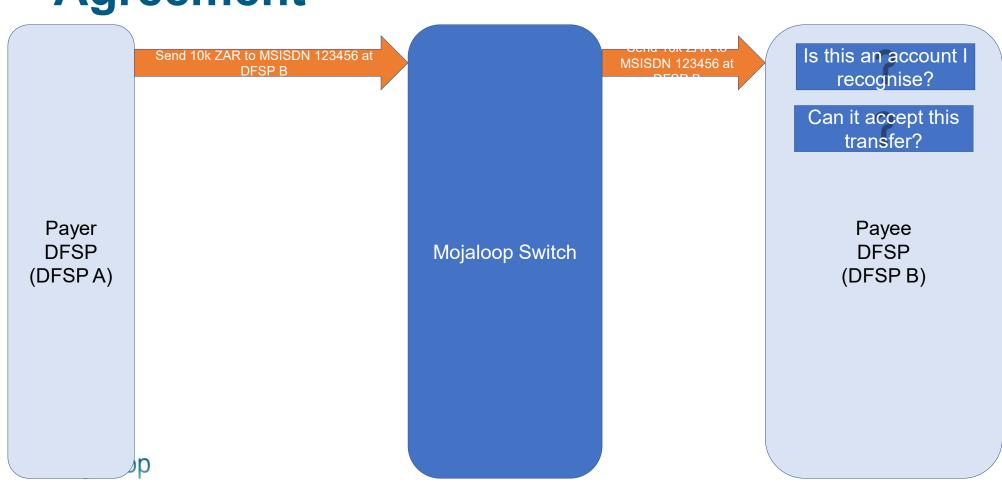


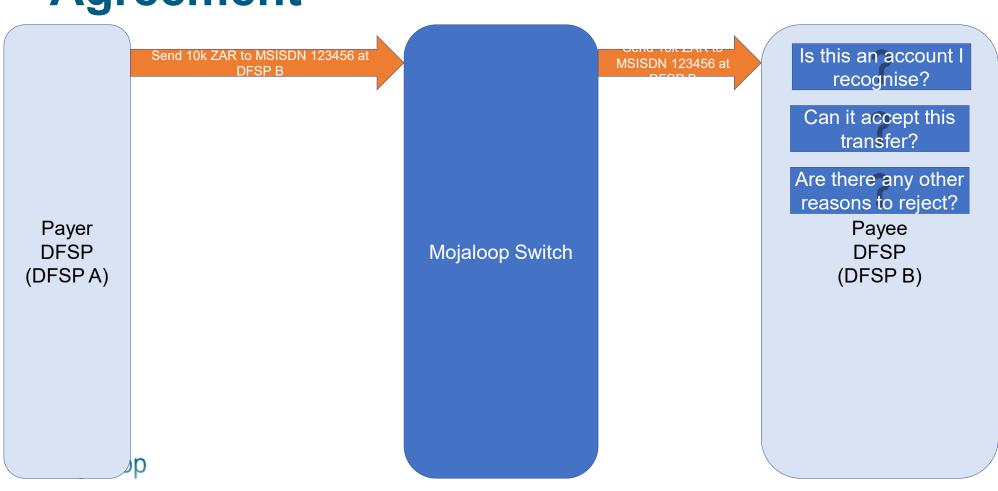


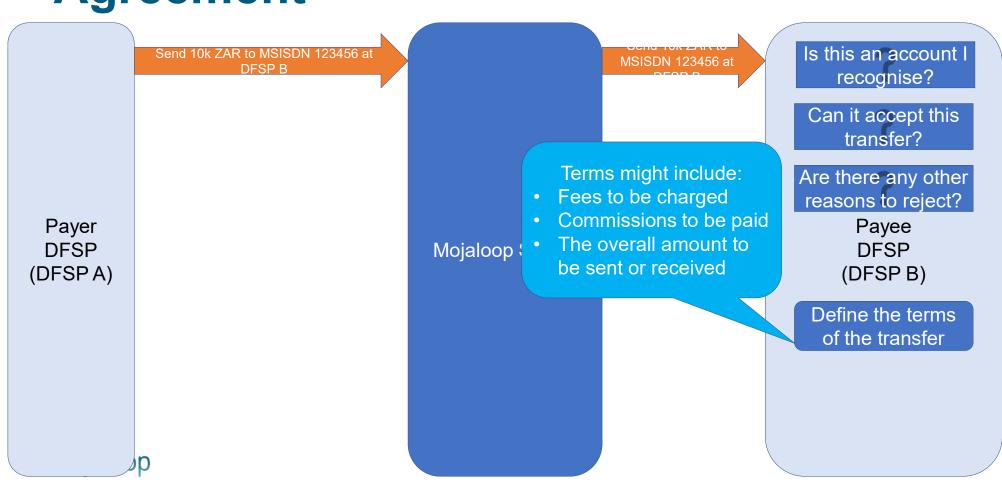
Send 10k ZAR to MSISDN 123456 at DFSP B Payer DFSP Mojaloop Switch (DFSPA)

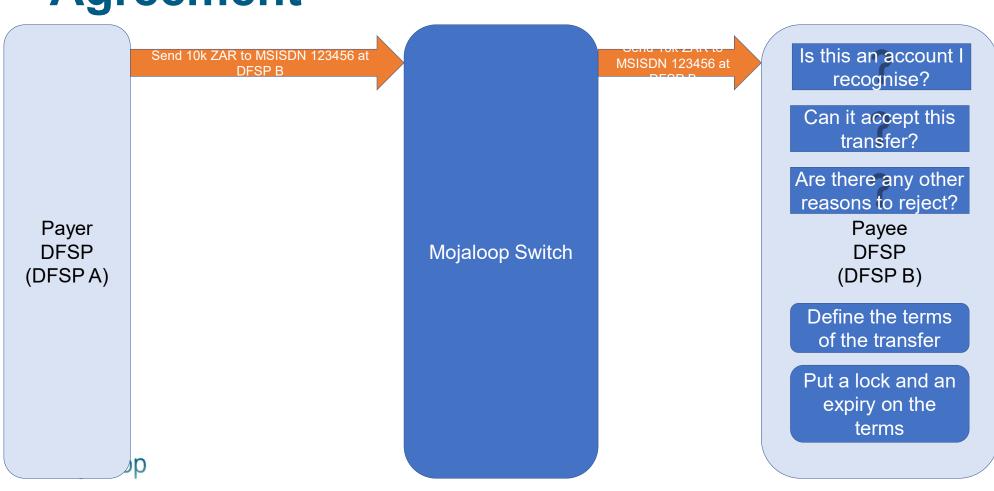


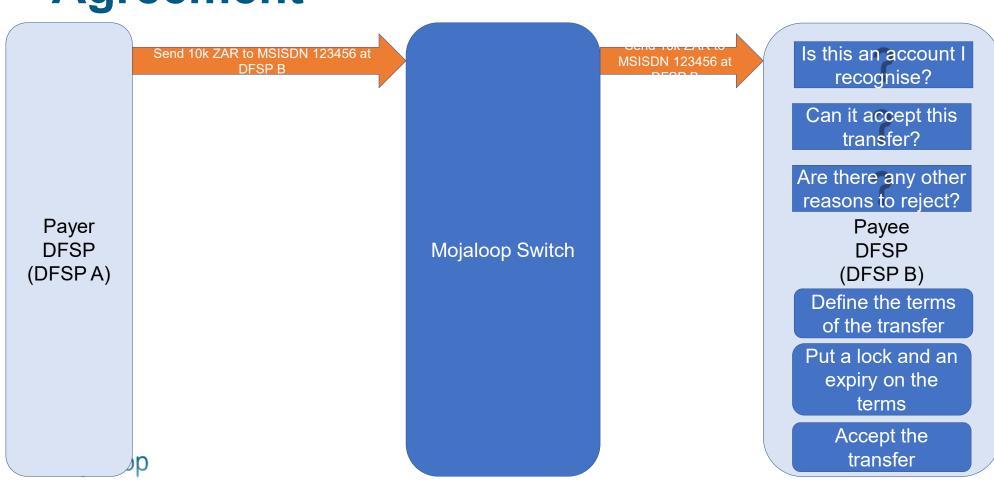


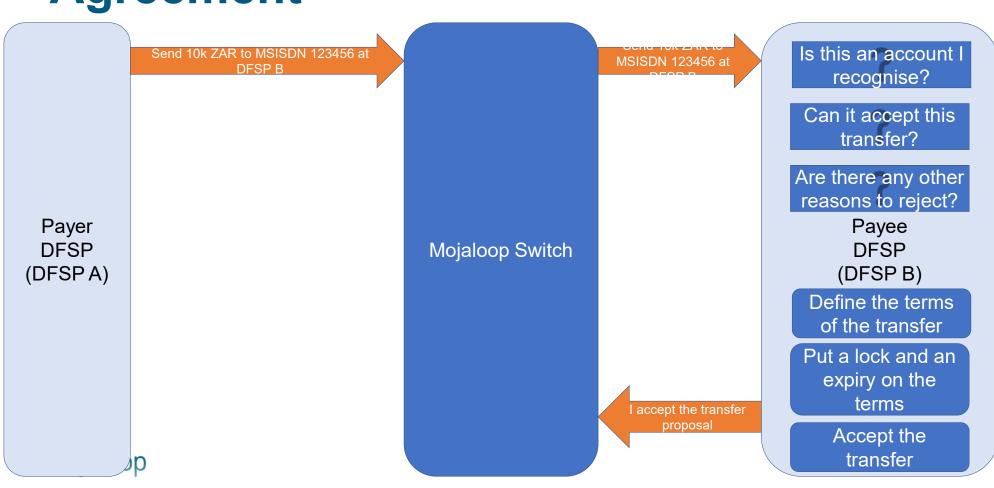


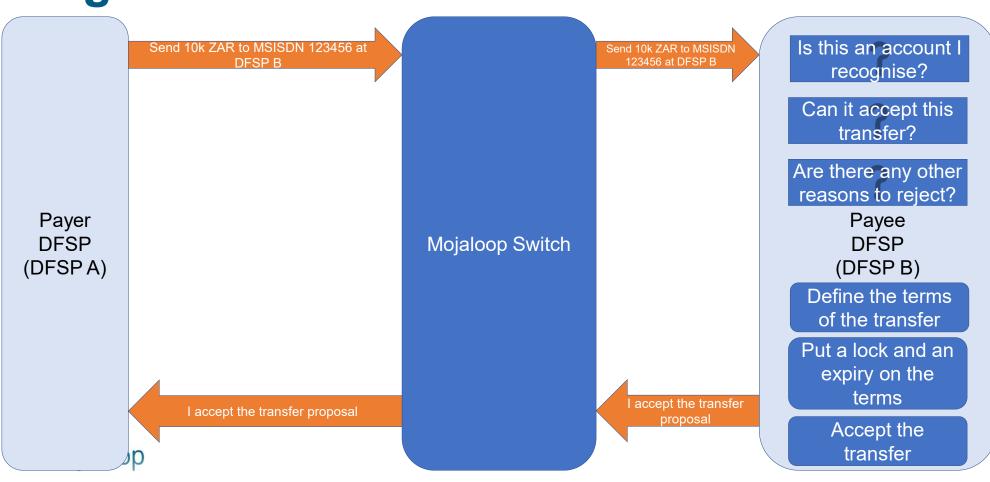


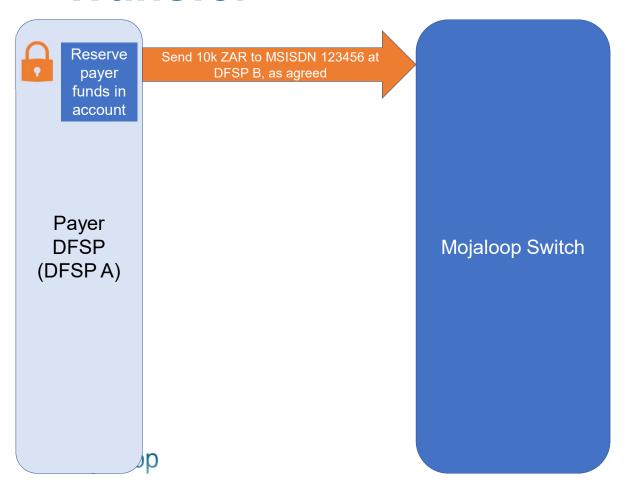


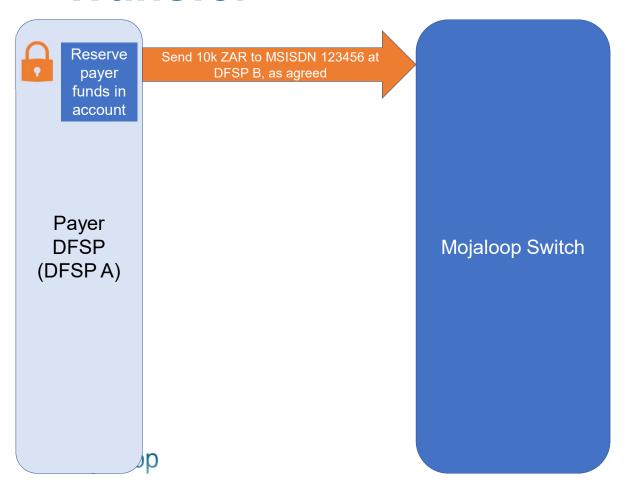


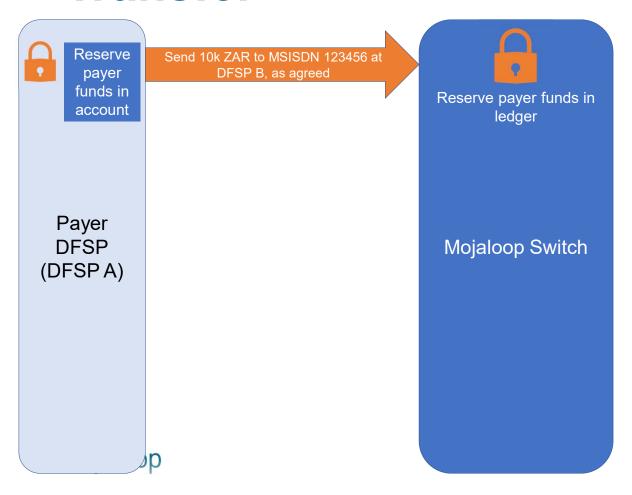


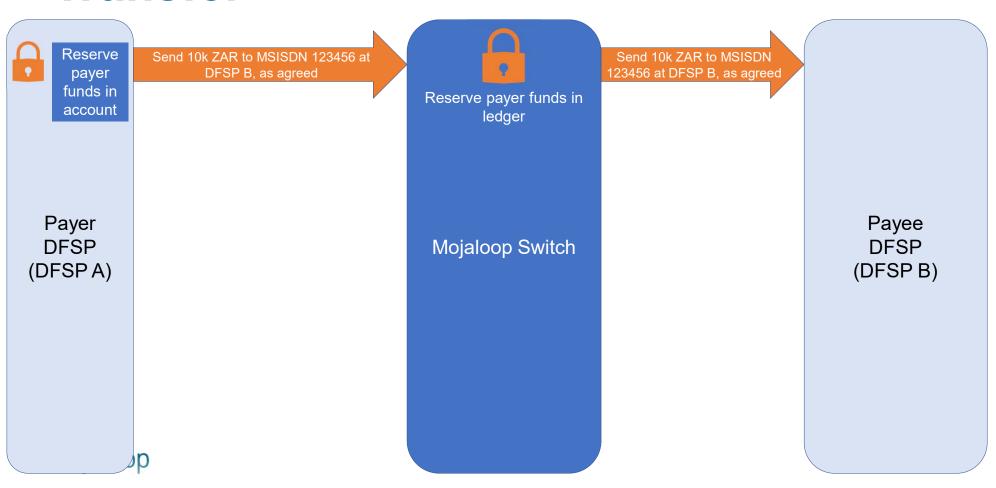


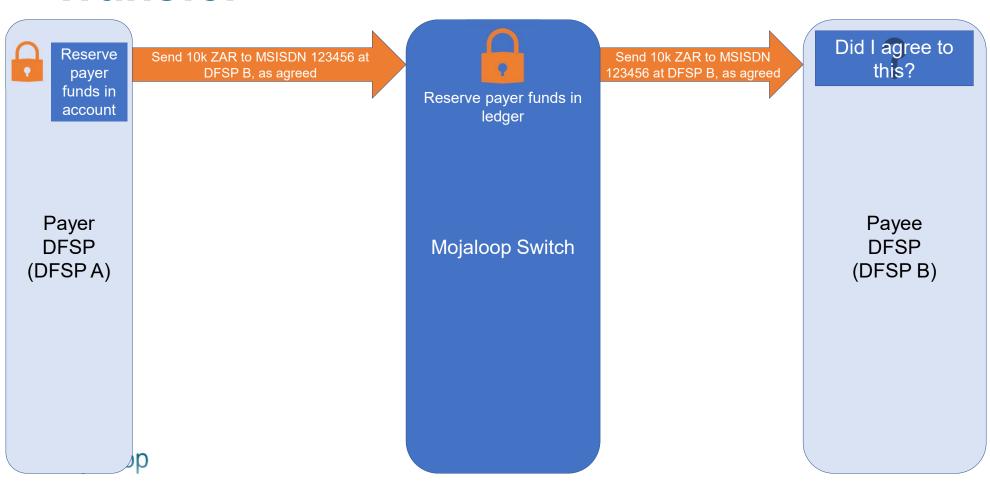


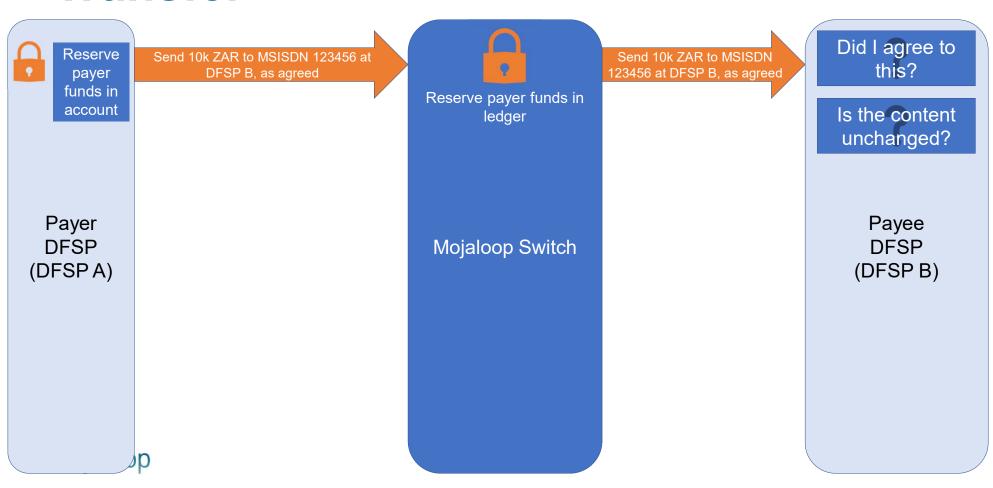


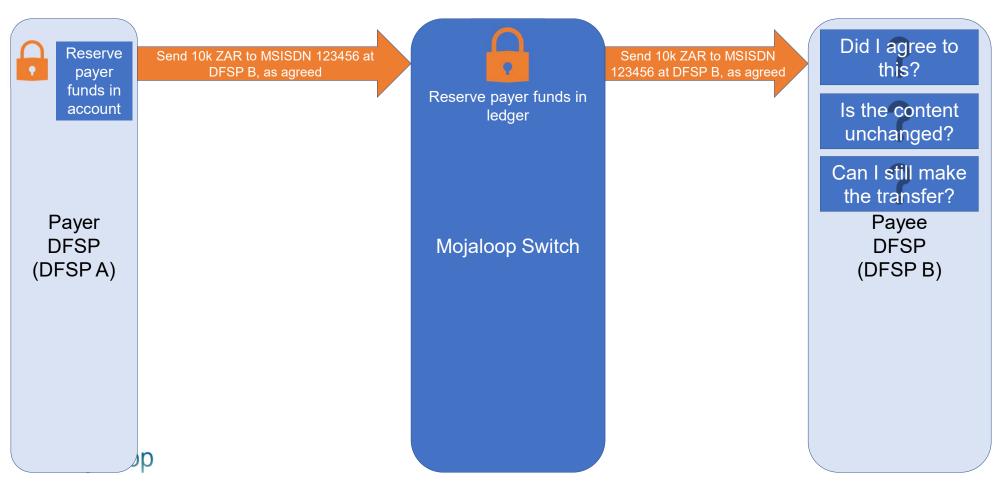


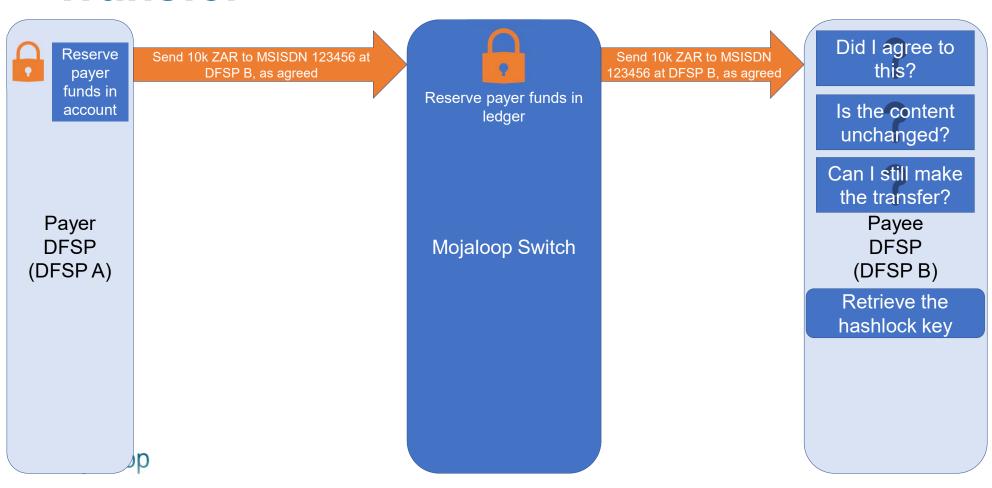


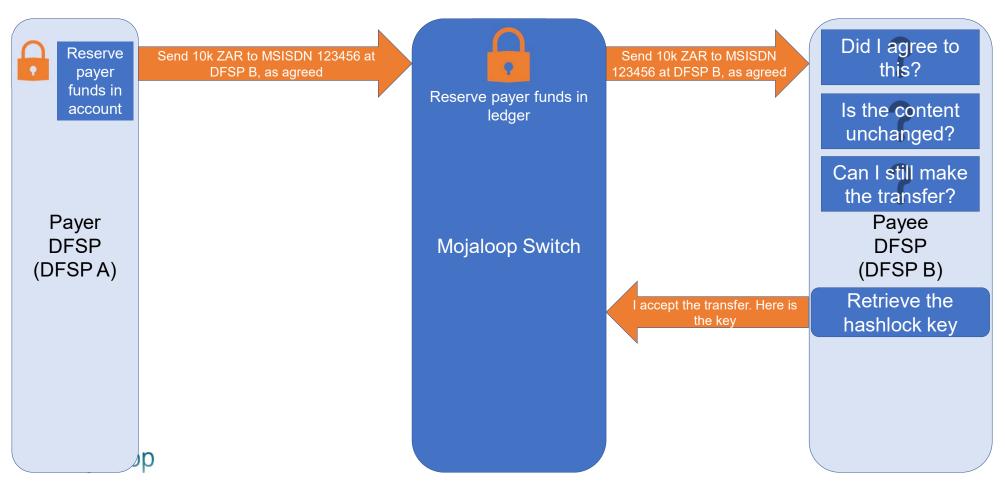


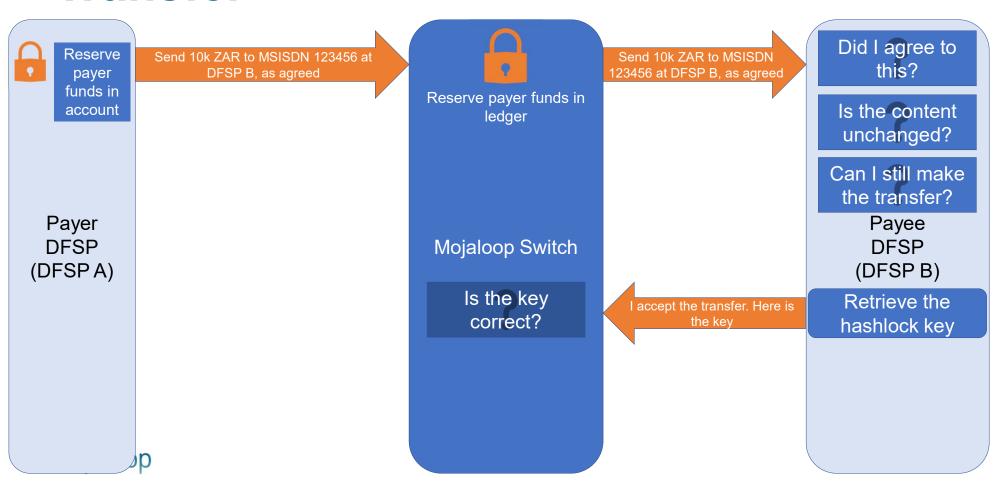


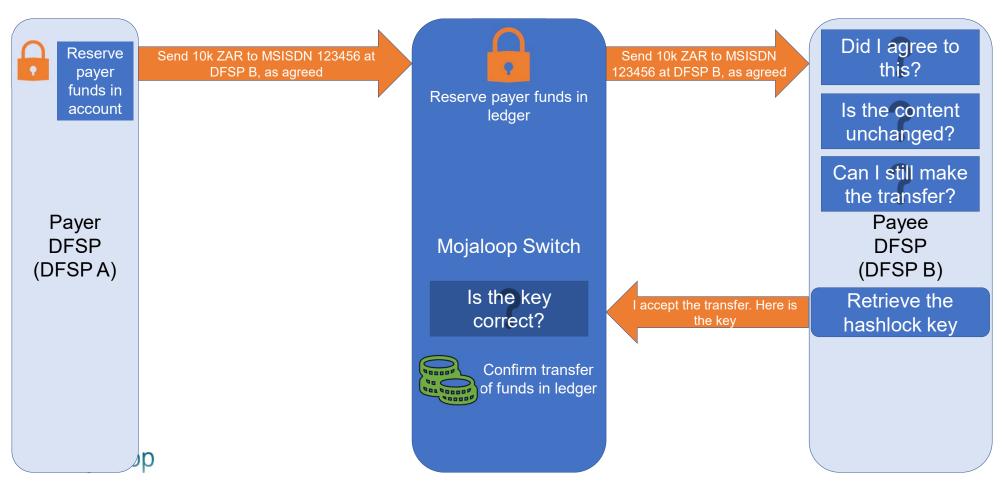


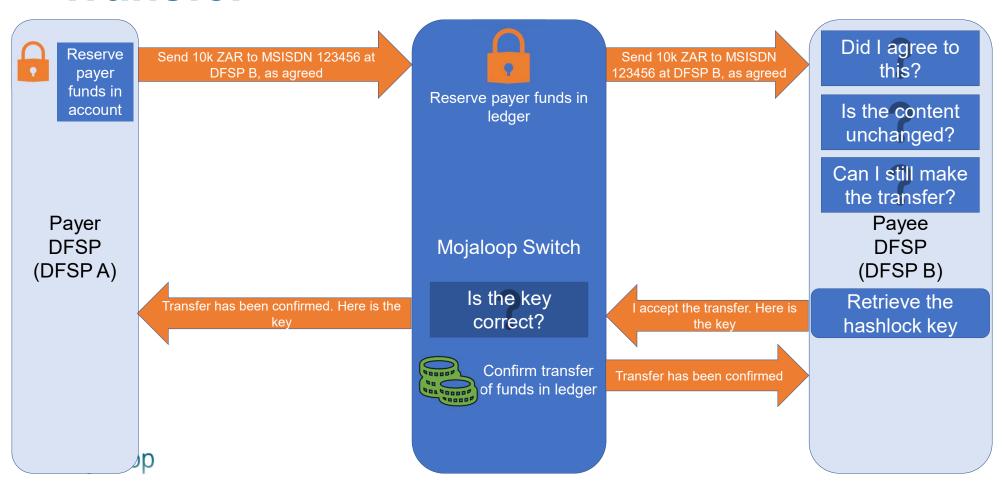


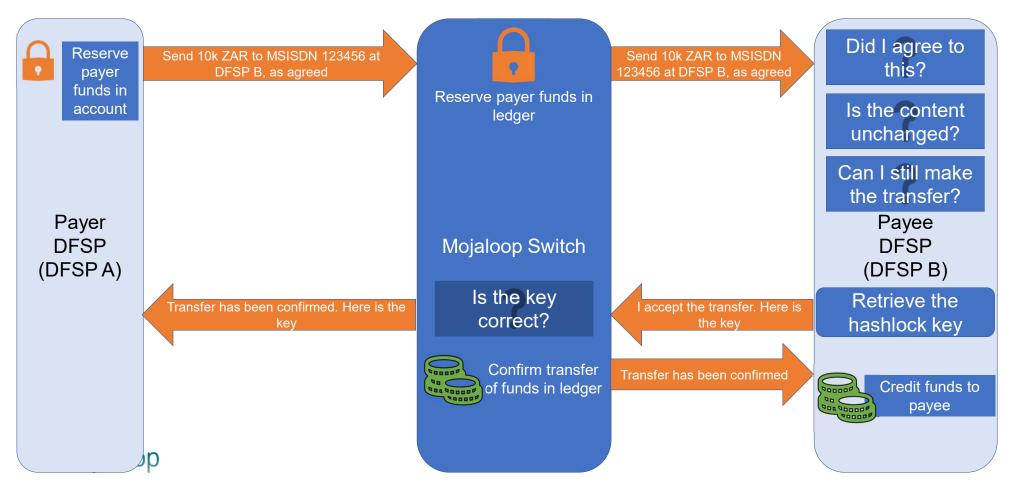


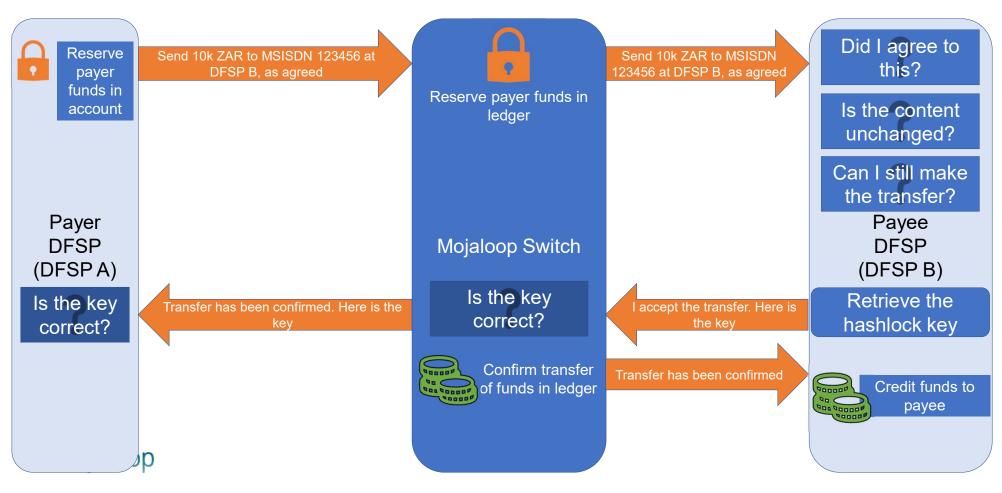


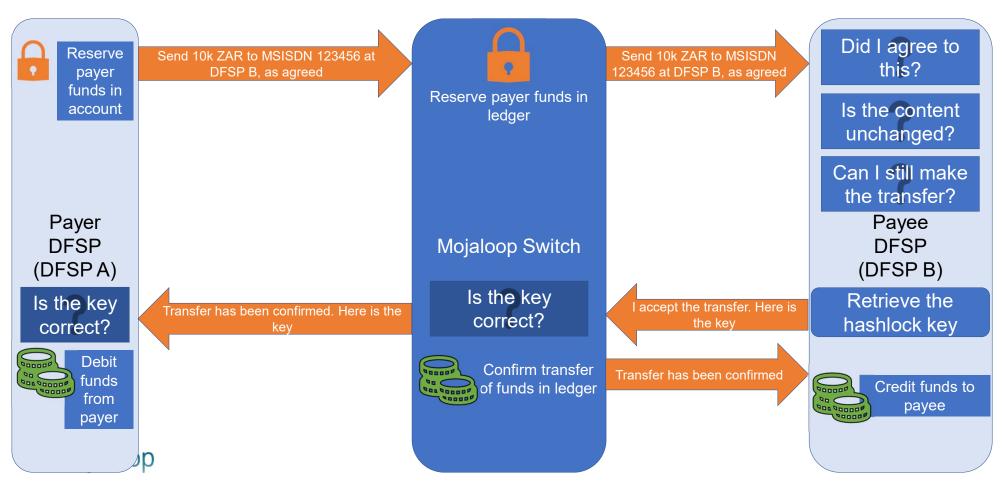












## Simples...



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