Form 3 Payments Architecture
Payments Task Document

Project	Form 3 Payments Architecture
Document	Payments Architecture Document
Version	0.1
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Document author	Leslie Drewery

Address

tel :

http://www.form3.tech

The diagrams in this document are representative of information architecture, interface and functionality and do not constitute final copy, layout or visual design.

Please refer to separate design guidelines document and final PSDs for design.

Form 3 Payments Architecture
Task Overview

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Design

Provide a design for part of a payments API. A list of payments might look like http://mockbin.org/bin/41ca3269-d8c4-4063-9fd5-f306814ff03f.

Design requirements:

- API should be RESTFUL

- API should be able to:

- Fetch a payment resource
- Create, update and delete a payment resource
- List a collection of payment resources
- Persist resource state (e.g. to a database)

Example use case:

As an example, a JavaScript client should be able to call the API and list a collection of payments (building a client is outside the scope of this exercise however).

Assumptions :
1.) Payments will be created/updated as full JSON objects.

Notes :
1.) No support for paging, eTags, sorting, filtering will be implemented in demo even though defined.
2.) Based on a very simple implementation of “Clean Architecture”
3.) TDD principles to be used in implementation using JUnit.

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1.) Rest API

1.1) List a Collection

1.2) Fetch a payment Resource

1.3) Create a payment Resource

1.4) Update a payment Resource

1.5) Delete a payment Resource

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1.1) List a Collection

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o Fetch payment resources (List a collection of payment resources)

Method **“GET”** path /payments?page={page number}&limit={records per page}&sort={asc,desc}

Request

Headers : content-type=”application/json”, Accept-encoding=GZIP, etag=<etag>
(Authorization outside of scope)

Parameters : page=<Page Number>,limit=<limit number of records per page>, sort=<desc,asc> (Not to be implemented in Demo)

Note : Use pagination, sorting,filtering and etag to navigate big lists (Not implemented in demo)

Response

Code : 200 (OK), single/multiple payments. 404 (Not Found), if ID not found or invalid,304 (not modified).

standard HTTP responses apply.

Headers : etag=<etag>

Body : List Payment Entities (domain model) [{Payment Entity},{Payment Entity}]

1.2) Fetch a payment Resource

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- Fetch a payment resource

Method **“GET”** path /payments/{resourceid}

Request

Headers : content-type=”application/json”, Accept-encoding=GZIP (Authorization outside of scope)

Resourceid : unique id of the payment resource requested

Response

Code : 200 (OK) single payment, 404 (Not Found), if ID not found or invalid. standard HTTP responses apply.

Body : Payment Entity Model (domain model)

1.3) Create a payment Resource

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- Create a payment resource

Method **“POST”** path /payments

Request

Headers : content-type=”application/json”, Accept-encoding=GZIP (Authorization outside of scope)

Body : Payment Entity Model (domain model)

Response

Code : 201 (Created), 404 (Not Found), 409 (Conflict) if resource already exists..
standard HTTP responses apply.

Header : “Location” = “/payments/{resourceid}” : Reference to the created entities new ID.

Body : empty

1.4) Update a payment Resource

- Update a payment resource

Method **“PATCH”** path /payments/{resourceid}

Request

Headers : content-type=”application/json”, Accept-encoding=GZIP (Authorization outside of scope)

resourceid : unique id of the payment resource to update

Body : Payment Entity Model (domain model)

Response

Code : 200 (OK) or 204 (No Content). 404 (Not Found), if ID not found or invalid. standard HTTP responses apply.

Header : no headers

Body : empty

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1.5) Delete a payment Resource

- Delete a payment resource

Method **“DELETE”** path /payments/{resourceid}

Request

Headers : content-type=”application/json”, Accept-encoding=GZIP (Authorization outside of scope)

resourceid : unique id of the payment resource to update

Body : empty

Response

Code : 200 (OK). 404 (Not Found), if ID not found or invalid. standard HTTP responses apply.

Header : no headers

Body : empty

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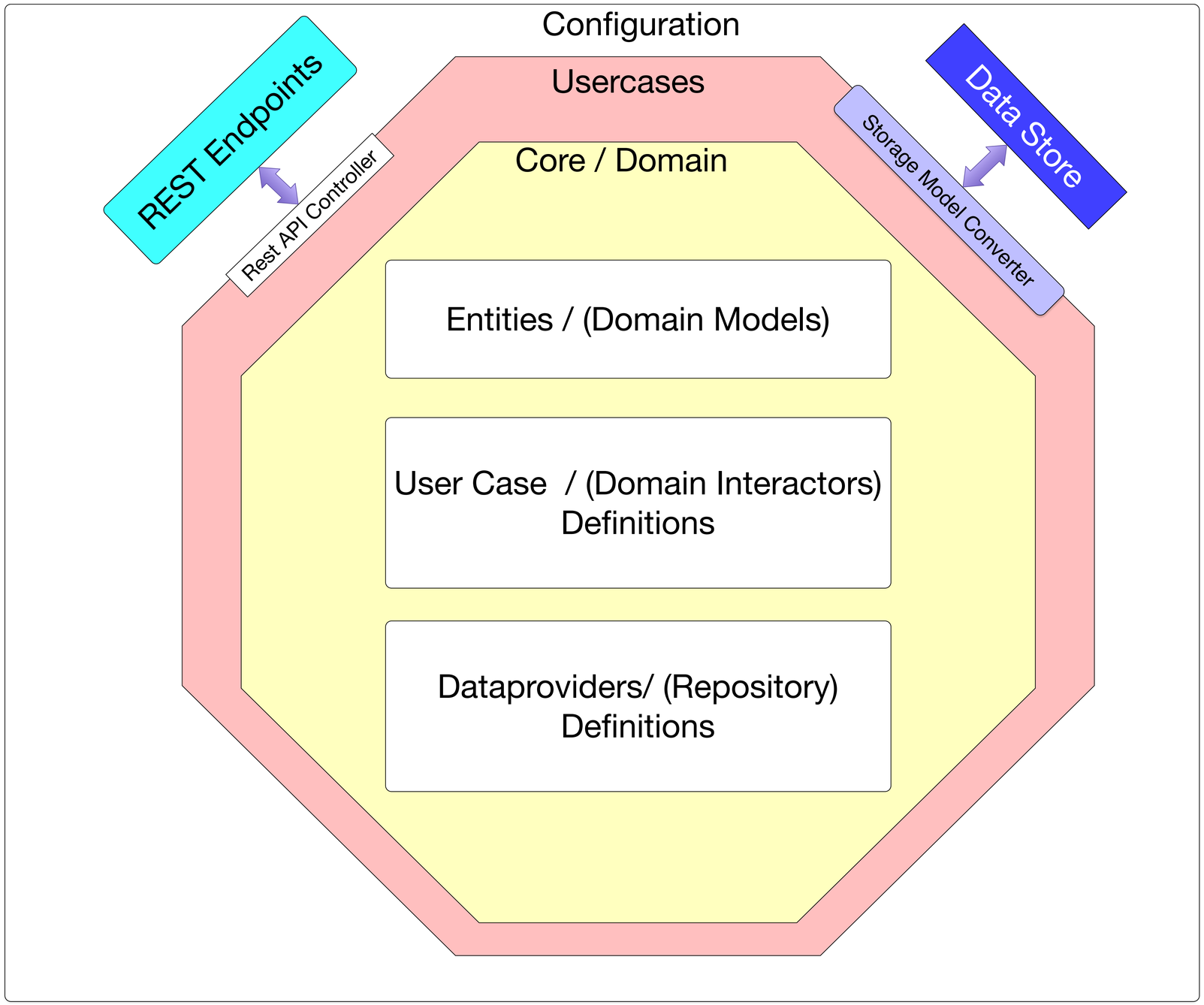
2.) Clean Architecture



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2.1) Enties / Models

Source Data


```
{
  "data": [
    {
      "type": "Payment",
      "id": "4ee3a8d8-ca7b-4290-a52c-dd5b6165ec43",
      "version": 0,
      "organisation_id": "743d5b63-8e6f-432e-a8fa-c5d8d2ee5fcb",
      "attributes": {
        "amount": "100.21",
        "beneficiary_party": {
          "account_name": "W Owens",
          "account_number": "31926819",
          "account_number_code": "BBAN",
          "account_type": 0,
          "address": "1 The Beneficiary Localtown SE2",
          "bank_id": "403000",
          "bank_id_code": "GBDSC",
          "name": "Wilfred Jeremiah Owens"
        },
        "charges_information": {
          "bearer_code": "SHAR",
          "sender_charges": [
            {
              "amount": "5.00",
              "currency": "GBP"
            },
            {
              "amount": "10.00",
              "currency": "USD"
            }
          ],
          "receiver_charges_amount": "1.00",
          "receiver_charges_currency": "USD"
        },
        "currency": "GBP",
        "debtor_party": {
          "account_name": "EJ Brown Black",
          "account_number": "GB29XABC10161234567801",
          "account_number_code": "IBAN",
          "address": "10 Debtor Crescent Sourcetown NE1",
          "bank_id": "203301",
          "bank_id_code": "GBDSC",
          "name": "Emelia Jane Brown"
        },
        "end_to_end_reference": "Wil piano Jan",
        "fx": {
          "contract_reference": "FX123",
          "exchange_rate": "2.00000",
          "original_amount": "200.42",
          "original_currency": "USD"
        },
        "numeric_reference": "1002001",
        "payment_id": "123456789012345678",
        "payment_purpose": "Paying for goods/services",
        "payment_scheme": "FPS",
        "payment_type": "Credit",
        "processing_date": "2017-01-18",
        "reference": "Payment for Em's piano lessons",
        "scheme_payment_sub_type": "InternetBanking",
        "scheme_payment_type": "ImmediatePayment",
        "sponsor_party": {
          "account_number": "56781234",
          "bank_id": "123123",
          "bank_id_code": "GBDSC"
        }
      }
    }
  ],
  "links": {
    "self": "https://api.test.form3.tech/v1/payments"
  }
}
```


Use Pojo to convert JSON to Entity Objects
link : http://www.jsonschema2pojo.org/

Note :
1.) “Datam” class must be refactored to “Payment” class for repository interface to be valid.
2.) Remove public references to variables.
3.) Create getters and constructors

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2.2) Datastore / Domain Repository Definition

```
public interface PaymentRepository {

    /*
    * Insert new payment resource.
    */
    void insert(Payment paymentEntity);

    /*
    * Update payment resource.
    */
    void update(Payment paymentEntity);

    /*
    * Get a specific payment resources by id.
    */
    Payment getPaymentById(string id);

    /*
    * fetch a list of payment resources.
    */
    List<Payment> getAllPayments(Integer page,Integer limit, String sort,String
    selection, String eTag);

    /*
    * delete an existing payment resource by id.
    */
    void delete(String id);
}
```

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