#### Payments Task Document

Project Form 3 Payments Architecture

Document Payments Architecture Document

**Version** 0.1

CreatedTue Mar 13 2018Last editedWed Mar 14 2018Document authorLeslie Drewery

#### Address

tel:

http://www.form3.tech

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

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#### **Task Overview**

#### 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 resour
- 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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# Form 3 Payments Architecture 1.) Rest API

1.5) Delete a payment Resource

1.1) List a Collection 1.2) Fetch a payment Resource 1.3) Create a payment Resource 1.4) Update a payment Resource

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#### 1.1) List a Collection

# 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}]

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#### 1.2) Fetch a payment Resource

# o 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)

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#### 1.3) Create a payment Resource

# o 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

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#### 1.4) Update a payment Resource

# o 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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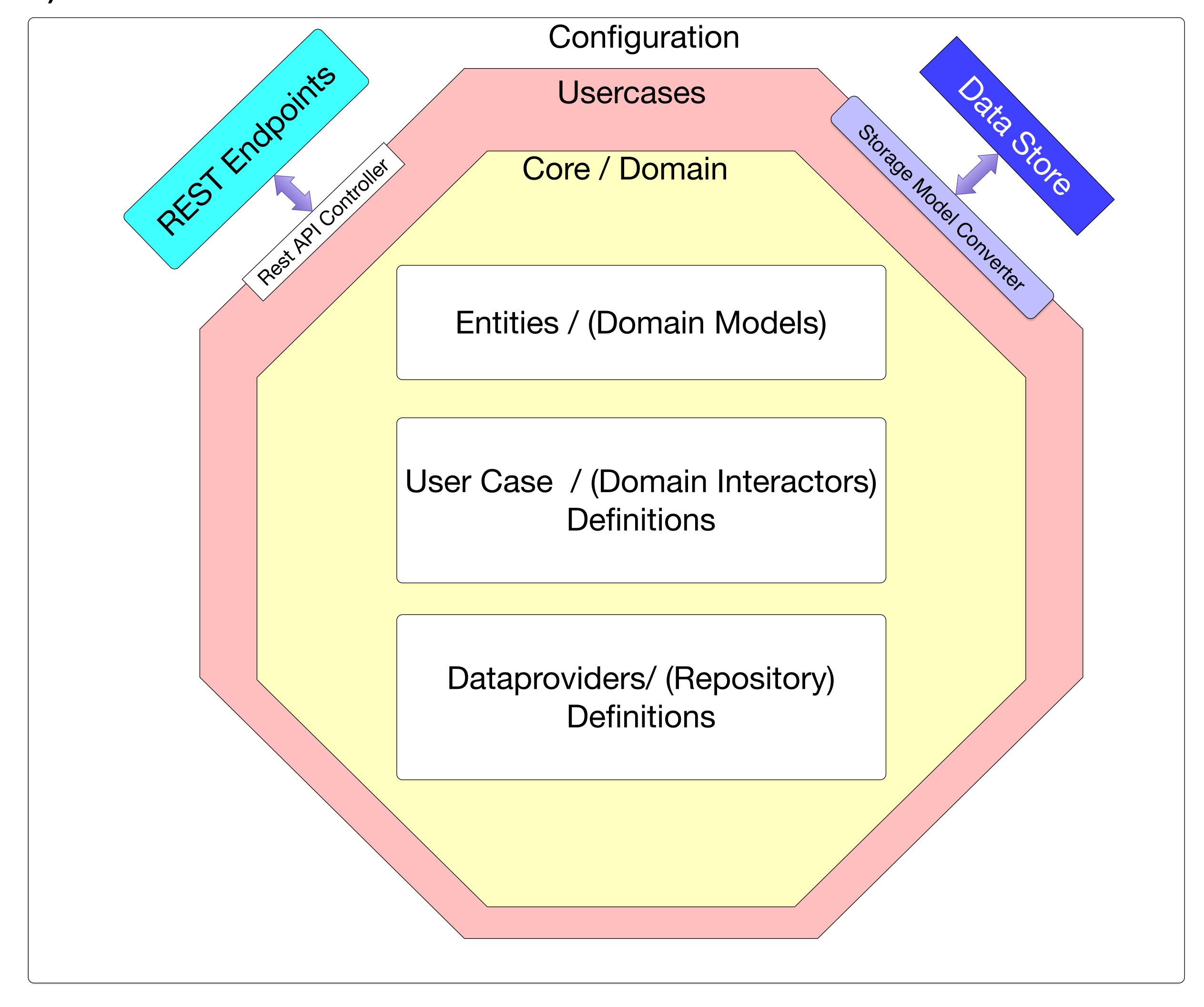
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#### 2.) Clean Architecture



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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",
     "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"
 "self": https://api.test.form3.tech/v1/payments"
```

Use Pojo to convert JSON to Entity Objects link: http://www.jsonschema2pojo.org/ 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) DataProvider / Domain Repository Definition

```
public class PaymentDataProvider implements GetPayments,GetPaymentById, AddPayment,UpdatePayment,DeletePayment {
   @Override
   public void addPayment(Payment payment) throws PaymentInsertFailedException, InvalidArgumentException {
   @Override
   public void deletePayment(String id) throws PaymentsNotFoundException, InvalidArgumentException {
   @Override
   public Payment getPaymentById(String id) throws PaymentNotFoundException {
        return null;
   @Override
   public List<Payment> getAllPayments(Integer page, Integer limit, String sort, String selection, String eTag)
throws PaymentNotFoundException {
       return null;
   @Override
   public void updatePayment(Payment payment) throws InvalidArgumentException {
```

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