

# User Guide

This is a user guide for the major use cases of the DTUPay application. The following are the assumptions, which are also present in the Client that uses the DTUPay application:

1. Customers and Merchants already exists in the DTUPay application
2. Customers and Merchants has existing accounts in the Bank

All the functionality described in the below sections is not available through the Client – due to time constraints, we implemented a merchant client, where you can update the existing merchant in the client, or make a transaction. Note that the data for the merchant and customer is static, since we presuppose that they exist in our own database, and that we don't have to run a GET method to fetch them.

## Customer

The customer interface for the DTUPay application has the following implemented:

1. Creation of a new customer in the database
2. Updating an existing customer in the database
3. Getting additional tokens for a customer

The creation of a token is silently done in the setup of the client, but it is not explicitly made an option for a user of the client. This is done, such that we can make a transaction that will not be rejected by the security measures in place.

## Merchant

The merchant interface for the DTUPay application has the following implemented:

1. Creation of a new merchant in the database
2. Updating an existing merchant in the database

The client provides functionality for a merchant, such that a given merchant can update his/her information in the database. Although the merchant can update information, this information does not propagate to the bank, and the merchant would have to update the same information in the bank.

## Transactions

The transactions interface for the DTUPay application has the following implemented:

1. Generating a monthly customer report over all transaction
2. Generating a monthly merchant report over all transaction
3. Transfer money from a merchant to a customer

Only the latter, transferring money, is implemented in the client.