

PaymentRequest API

Enhancing mobile ecommerce with quick simple checkout

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Before We Start

- 2. How many of us here are online shoppers E.g Lazada, Lelong, Taobao
- 3. Do you purchase items via mobile apps or websites with external payment popup/redirects such as Maybank2U, CIMBClicks?
- 4. Do you remember 16digits credit card number, CVC, expiration without glimpse?
- 5. Any ecommerce developers?

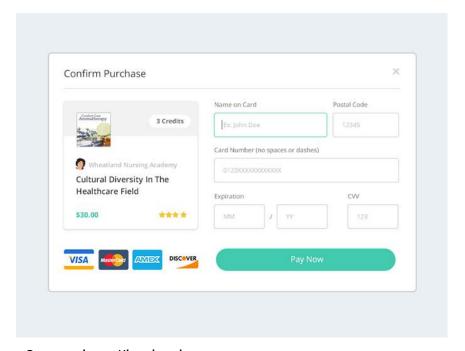
Dilemma 1: Maybank2U

- 1. Add items to cart.
- Checkout cart
- 3. Start payment
- 4. Open Browser popup > Maybank2U
- 5. Login, Secret Key, Wait OTP
- 6. Done Payment



Dilemma 2 : Custom Ecommerce Website

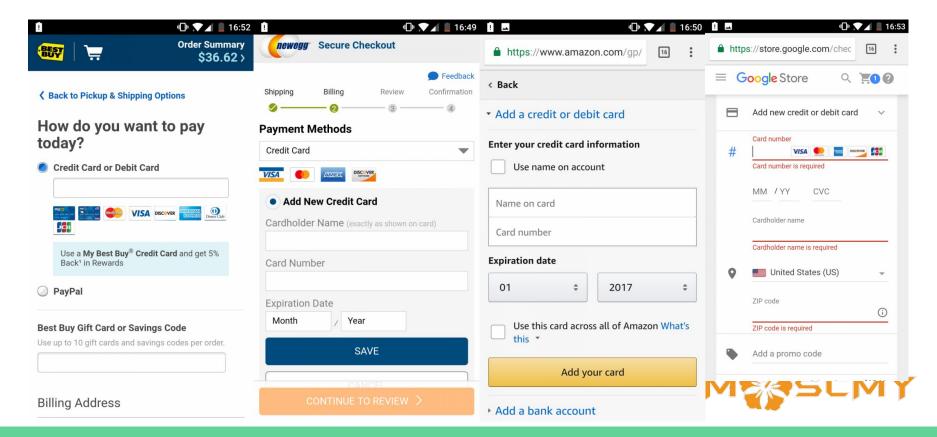
- Add items to cart.
- 2. Checkout cart
- 3. Start payment
- 4. Redirect to their embeded payment website,
- 5. Key in
 - a. Name
 - b. 16 digits,
 - c. CVC,
 - d. Expiration
- 6. Wait OTP
- 7. Done Payment



Source: http://bashooka.com



Dilemma 3 - More, more and more payment key-in



Users abandon mobile purchases twice as often as desktop purchases. Why?

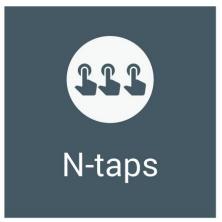
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 $66\,\%$ fewer conversion rates on mobile compared to desktop





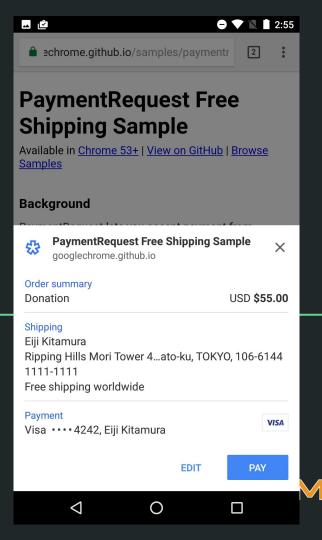




Here comes PaymentRequest API

Seamless, easy-to-use checkout experience

https://w3c.github.io/browser-payment-api/



101 About PaymentRequest API

- Payment Request is a new API for the open web that makes checkout flows easier, faster and consistent on shopping sites.
- User agents (e.g., browsers) facilitate the payment flow between merchant and user.
- Collaborated with **Web Payments Working Group** (Google, Mozilla, Samsung, Alibaba, Microsoft, and more)
- NOT a new payment method
- NOT going to be payment processor/gateway, but work together with those

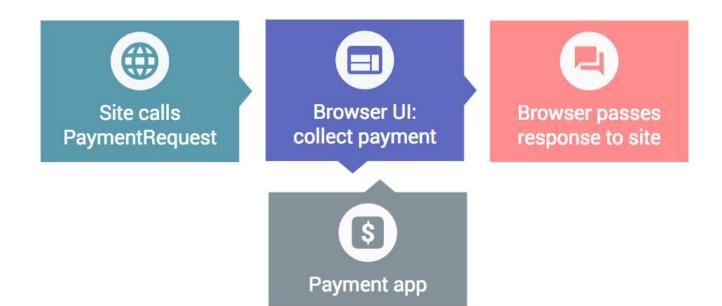




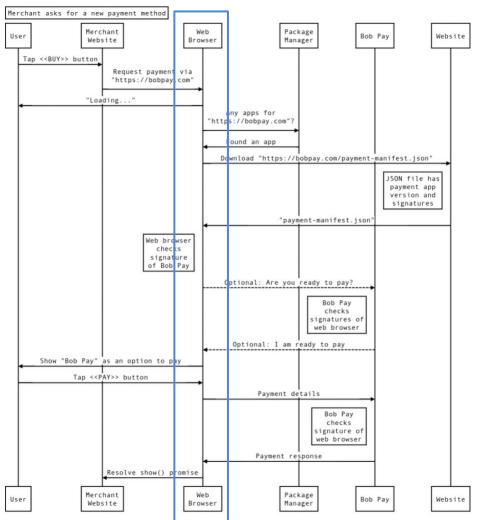




How Does It Works?







Too Simple?

Here's Behind-The-Scene which usual processes dealt by online merchant developers



Payment flowchart. Source: Rouslan Solomakhir

```
<manifest package="com.bobpay.app">
                                                                  Let's say 'Bob Pay'
 <service android:name=".IsReadyToPayService"</pre>
          android:enabled="true"
                                                                as creditcard app in
          android:exported="true">
   <intent-filter>
     <action android:name="org.chromium.intent.action.IS_READY_TO_PAY" />
   </intent-filter>
 </service>
 <activity android:name=".PaymentActivity"</pre>
           android:exported="true">
   <intent-filter>
     <action android:name="org.chromium.intent.action.PAY" />
   </intent-filter>
   <meta-data android:name="org.chromium.default_payment_method_name"</pre>
              android:value="https://bobpay.com/put/optional/path/here" />
 </activity>
</manifest>
```



Android

When Intent calls BobPay to start its service

```
Bundle extras = new Bundle();
extras.putString("key", "value");
intent.putExtras(extras);
```

What is being purchased?
Which vendor?
For how much money is contained?

Once payment validated, Bob Pay send another intent back to PaymentRequest API

```
Intent result = new Intent();
Bundle extras = new Bundle();
extras.putString("key", "value");
result.putExtras(extras);
setResult(RESULT_OK, result); // Change to RESULT_CANCELED on failure.
finish(); // Close the payment activity.
```



Wait, what if the BobPay in your phone is not Real BobPay app?

Payment Method Manifest Identifier JSON file

(machine-readable by the browser)



payment-manifest.json

```
EXAMPLE 1
// payment-manifest.json
 // Android:
  "android": [{
    "package": "xyz.bobay.app",
    "version": 10,
    "sha256_cert_fingerprints": ["14:6D:E9:83:C5:73:06:50"],
    "platforms": {
      "play": "https://play.google.com/store/apps/details?id=com.bobspayments.app1"
  }],
  // Web:
  "name": "Bob's Payments",
  "icons": [{
    "src": "icon/lowres.webp",
    "sizes": "48x48",
    "type": "image/webp"
    "src": "icon/lowres",
    "sizes": "48x48"
  }, {
    "src": "icon/hd hi.ico",
    "sizes": "72x72 96x96 128x128 256x256"
  }, {
    "src": "icon/hd hi.svg",
    "sizes": "257x257"
  }],
  // ios:
  "ios": {...},
  // Other supported payment apps:
  "externally supported apps": ["https://alicepay.com/pay"]
```



Supports for PaymentRequest

Google

May 10th, support for third-party Android payment apps are now enabled by default in Chromium since the web payment manifest prerequisite was approved in the blink-dev branch (Blink is the name of the rendering engine used by Chrome).

May 18th, PaymentRequest will be likely shipped its support with Chrome in coming keynote "The future of web payments" by Zach Koch, one of proposer for web payment standardization

The future of web payments

Thu. May 18, 8:30AM - 9:30AM

Stage 6

Content level: Intermediate

Creating a pain-free checkout experience on the web doesn't have to be hard. Come learn how we're saving the world from annoying checkout forms and driving mobile conversions with the new Payment Request API. We'll cover how you can use the Payment Request API to build a best-in-class checkout experience as well how how third party payment providers can integrate directly into this new surface.



MALAYSIA TIME: 18th May 11:30PM



Let's Begin Code



PART 1: Payment Methods

Tell which payment methods (VISA, Android Pay, Credit Cards, AliPay, Paypal and etc.)

```
// Supported payment methods
 var methodData = [{
      supportedMethods: ['basic-card']
      data: {
       merchantID: '3123123133',
        supportedNetworks: [
          'visa', 'mastercard', 'amex', 'discover',
          'diners', 'jcb', 'unionpay'
  }];
```



PART 2: TRANSACTION INFO

How much you want to pay, which currency, details of list items of purchase

```
// Checkout details
 var transactionDetails = {
   displayItems: [{
      label: 'Food', amount: { currency: 'MYR', value: '5.00' }
   }, {
     label: 'Company Sponsor', amount: { currency: 'MYR', value: '-5.00' }
   11.
   total: {
     label: 'Total due', amount: { currency: 'MYR', value : '0.00' }
  };
```

NOTE PaymentRequest knows no math

1 + 1 = 3? Possibly



PART 2 EXTRA: TRANSACTION DETAILS

Shipping options can be displayed by default

```
// ShippingOptions
    . . .
    total: {
      label: 'Total due', amount: { currency: 'MYR', value : '0.00' }
     shippingOptions: [{
    Id:'free', label:'FREE SHIPPING', amount:'MYR', selected: true
     }]
  };
```



PART 3: EXTRA INFO

- User Address
- Shipping Support
- Name
- Email
- Phone
- Shipping Type such as COD, pickup, shipping

Optional but useful

```
// Checkout details

var options = {
    requestShipping: true,
    requestPayerPhone: true,
    requestPayerName: true,
    shippingType: 'shipping'
};
```



Done setup, now begin the process!



1. Instantiaze Payment Request

```
// 1. Create a `PaymentRequest` instance
  var request = new PaymentRequest(methodData, transactionDetails, options);
  request.addEventListener('shippingaddresschange', function(evt){
     evt.updateWith(Promise.resolve(newTransactionDetails));
  });
```



2. Show the native UI with `.show()`&

```
request.show().then(result => {
  // POST the payment information to the server
  return fetch('/pay', {
    method: 'POST',
    credentials: 'include',
    headers: {
       'Content-Type': 'application/json'
    },
    body: JSON.stringify(result.toJSON())
   . . .
```

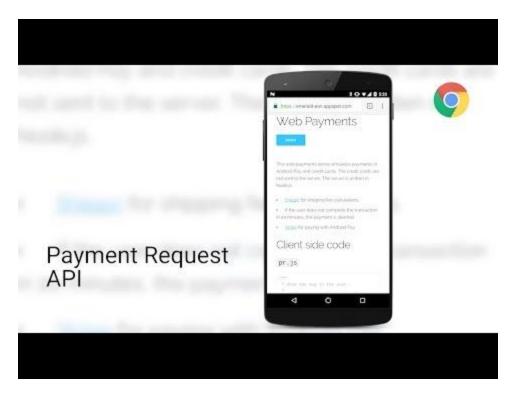


4. DISPLAY PAYMENT RESULT

```
. . .
}).then(response => {
      // 4. Display payment results
      if (response.status === 200) {
        // Payment successful
        return result.complete('success');
      } else {
        // Payment failure
        return result.complete('fail');
    }).catch(() => {
      return result.complete('fail');
```



SUMMARY OF PAYMENTREQUEST FLOW





REFERENCES:

APPSPOT DEMO (MOBILE): https://emerald-eon.appspot.com/ OR

https://goo.gl/Q5uZ9g

MOSC + SLIDES : http://lanyrd.com/2017/moscmy/sfrqxd/#link-cfydz

W3C DOCS: https://w3c.github.io/browser-payment-api/

W3C GITHUB: https://github.com/w3c/browser-payment-api/

GOOGLE DEVELOPERS PAYMENT REQUEST API:

https://developers.google.com/web/fundamentals/discovery-and-monetization/pay

ment-request/

K.I.T

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</keynote>

Thank you!

