**Class Design for Interface “IPayment”**

A close-up of a payment

AI-generated content may be incorrect.

Operation Design example

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| **#** | **Name** | **Return type** | **Description** |
| 1 | getPaymentTransaction | PaymentTransaction | Customer sends payment transaction request, if successful, subsystem will return PaymentTransaction |

getPaymentTransaction method:

* Parameter:
  + amount: The total amount to be paid for the order.
  + transactionContent: A description or note for the transaction.
  + orderId: The unique identifier of the order.
  + paymentConfig: Contains merchant ID, secret key and other payment setup details.
* Exception:
  + UnregisteredInternetBankingException if internet banking account is not registered.
  + NotEnoughBalanceException if balance in account is insufficient.
  + SuspiciousException if suspicious or potentially fraudulent activity is detected.
* Return Parameter: PaymentTransaction includes the following information:
  + transactionNo: String
  + amount: double
  + bankCode: String
  + bankTransactionNo: String
  + cardType: String
  + payDate: DateTime
  + transactionContent: String
* How to use parameters/attributes: Assign function parameters to corresponding object attributes
* Flowchart / activity diagram / sequence diagram: None
* State: None