**Họ và tên:** Bùi Đức Việt **MSSV:** 20215254

INTERFACE SPECIFICATION

**Ảnh có chứa văn bản, ảnh chụp màn hình, Phông chữ, hàng

Mô tả được tạo tự động**

**Interface name**: IPayment

Interface description: IPayment interface implements VNPay boundary’s request related to bill payment. This interface includes 2 operation payOrder and updateTransactionResult

**Operation definition**:

* payOrder (amount double, orderInfor: string, client: Client) Send the request of bill payment to VNPay or any digital payment method.
* updateTransactionResult: response: String. Return the status of payment

**Operation description:**

1. Payorder(amount: double, orderInfo: String, client: Client): Processes a payment for an order with the specified amount, order information, and client details. When invoked, this operation takes three parameters: the total amount to be paid (amount), additional information or description related to the order (orderInfo), and the client object representing the customer initiating the payment (client).
2. updateTransactionResult: receive response from VNPay and return to user.

**Interface documentation:**

The IPaymentInterface provides a set of operations to facilitate payment processing. Implementing classes or components should adhere to this interface to ensure a consistent payment handling mechanism throughout the system.

The payOrder operation is responsible for processing a payment for a specified order. It takes the amount to be paid, additional order information, and the client details as input parameters. The implementation of this operation should perform the necessary steps to complete the payment transaction, such as interacting with a payment gateway, updating the order status, and generating payment receipts.

The return value of the payOrder operation should indicate the success or failure status of the payment transaction, allowing the calling code to handle any exceptional cases or provide appropriate feedback to the user.

By adhering to the IPaymentInterface, different payment implementations can be easily swapped or extended without affecting other parts of the system that rely on the payment functionality.