CLAIMS

1. A service processing method for a smartwatch, applied to a watch end on the smartwatch, wherein the method comprises:

obtaining Socket communication trigger data;

performing encapsulation by using a short-range wireless communication protocol supported by the smartwatch and based on the Socket communication trigger data, to obtain a first data packet;

sending the first data packet to a mobile phone end on a smartphone by performing short-range wireless communication with the smartphone, so that the mobile phone end parses the first data packet to obtain the Socket communication trigger data, performs Socket communication with a corresponding serving end based on the Socket communication trigger data, and performs encapsulation by using the short-range wireless communication protocol and based on Socket communication response data returned by the serving end, to obtain a second data packet; and

receiving the second data packet returned from the mobile phone end by performing short-range wireless communication with the smartphone, and parsing the second data packet to obtain the Socket communication response data,

wherein obtaining the Socket communication trigger data specifically comprises:

encapsulating a Socket API parameter based on a predesigned Socket API parameter structure, to obtain a Socket API structure object; and

performing serialization processing on the Socket API structure object, to obtain the Socket communication trigger data.

2. The method according to claim 1, wherein performing the encapsulation based on the Socket communication trigger data, to obtain a first data packet specifically comprises:

encapsulating the Socket communication trigger data into packets to obtain a plurality of first data packets, so that after obtaining the plurality of first data packets, the mobile phone end correspondingly assembles and parses the packets to obtain the Socket communication trigger data.

3. The method according to claim 1, further comprising:

after a specified watch proxy connection between the mobile phone end and the serving end is established, receiving, by performing short-range wireless communication with the smartphone, information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection, wherein

the watch proxy connection is triggered to be established based on short-range wireless communication between the watch end and the mobile phone end.

4. The method according to claim 3, wherein the watch end and the serving end belong to payment applications or payment channel applications;

before the receiving information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection, the method further comprises:

making a watch payment through the watch end, wherein the watch payment is completed through two-dimensional code scanning interaction or short-range wireless communication between the smartphone and a target checkout device; and

the receiving information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection specifically comprises:

receiving detailed payment result information that corresponds to the watch payment, that is sent by the mobile phone end, and that is actively pushed by the serving end through the watch proxy connection, wherein the detailed payment result information comprises at least an actual payment amount and an account balance after the payment.

5. The method according to claim 1, wherein sending the first data packet to the mobile phone end on the smartphone specifically comprises:

sending the first data packet indicating a first service task of the watch end to the mobile phone end on the smartphone, so that the mobile phone end parses the first data packet to obtain the Socket communication trigger data, and performs Socket communication with the corresponding serving end based on the Socket communication trigger data and data indicating a second service task of the mobile phone end, wherein

the second data packet is obtained through encapsulation after the mobile phone end intercepts, from the Socket communication response data, second task result data obtained by executing the second service task by the serving end, so that the watch end obtains remaining first task result data obtained by executing the first service task by the serving end.

6. The method according to claim 5, wherein the watch end and the mobile phone end respectively belong to different applications, or the first service task and the second service task belong to different services.

7. The method according to claim 5, wherein sending the first data packet to the mobile phone end on the smartphone by performing short-range wireless communication with the smartphone specifically comprises:

determining at least one mobile phone end that is in a plurality of different mobile phone ends on the smartphone and that currently has a service task that can be delayed for execution as a target mobile phone end; and

sending the first data packet to the target mobile phone end on the smartphone by performing

short-range wireless communication with the smartphone, so that the target mobile phone end uses the service task that can be delayed for execution as the second service task.

8. The method according to claim 7, wherein determining the at least one mobile phone end that is in the plurality of different mobile phone ends on the smartphone and that currently has the service task that can be delayed for execution as the target mobile phone end specifically comprises:

receiving asynchronous communication requirement information sent by the smartphone through short-range wireless communication, wherein the asynchronous communication requirement information reflects asynchronous communication currently being performed or predicted asynchronous communication to be performed between a corresponding mobile phone end on the smartphone and the serving end; and

determining the target mobile phone end from the plurality of corresponding different mobile phone ends on the smartphone based on the received asynchronous communication requirement information.

9. The method according to claim 1, wherein the short-range wireless communication protocol is a Bluetooth protocol or a Bluetooth low energy protocol.

10. A service processing device for a smartwatch, applied to a watch end on the smartwatch, wherein the device comprises:

at least one processor; and

a memory communicatively connected to the at least one processor, wherein

the memory stores instructions that can be executed by the at least one processor, and when the instructions are executed by the at least one processor, the service processing device is caused to:

obtain Socket communication trigger data;

perform encapsulation by using a short-range wireless communication protocol supported by the smartwatch and based on the Socket communication trigger data, to obtain a first data packet;

send the first data packet to a mobile phone end on a smartphone by performing short-range wireless communication with the smartphone, so that the mobile phone end parses the first data packet to obtain the Socket communication trigger data, performs Socket communication with a corresponding serving end based on the Socket communication trigger data, and performs encapsulation by using the short-range wireless communication protocol and based on Socket communication response data returned by the serving end, to obtain a second data packet; and

receive the second data packet returned from the mobile phone end by performing short-range wireless communication with the smartphone, and parse the second data packet to obtain the Socket communication response data,

wherein the service processing device being caused to obtain the Socket communication trigger

data specifically comprises being caused to:

encapsulate a Socket API parameter based on a predesigned Socket API parameter structure, to obtain a Socket API structure object; and

perform serialization processing on the Socket API structure object, to obtain the Socket communication trigger data.

11. The service processing device according to claim 10, wherein the service processing device being caused to perform the encapsulation based on the Socket communication trigger data, to obtain a first data packet specifically comprises being caused to:

encapsulate the Socket communication trigger data into packets to obtain a plurality of first data packets, so that after obtaining the plurality of first data packets, the mobile phone end correspondingly assembles and parses the packets to obtain the Socket communication trigger data.

12. The service processing device according to claim 10, wherein the service processing device further comprises being caused to:

after a specified watch proxy connection between the mobile phone end and the serving end is established, receive, by performing short-range wireless communication with the smartphone, information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection, wherein

the watch proxy connection is triggered to be established based on short-range wireless communication between the watch end and the mobile phone end.

13. The service processing device according to claim 12, wherein the watch end and the serving end belong to payment applications or payment channel applications;

before the receiving information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection, the service processing device further comprises being caused to:

make a watch payment through the watch end, wherein the watch payment is completed through two-dimensional code scanning interaction or short-range wireless communication between the smartphone and a target checkout device; and

the receiving information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection specifically comprises being caused to:

receive detailed payment result information that corresponds to the watch payment, that is sent by the mobile phone end, and that is actively pushed by the serving end through the watch proxy connection, wherein the detailed payment result information comprises at least an actual payment amount and an account balance after the payment.

14. A non-transitory computer-readable storage medium, wherein the non-transitory computer-

readable storage medium stores a computer program, which when executed by a processor causes the processor to:

obtain Socket communication trigger data;

perform encapsulation by using a short-range wireless communication protocol supported by the smartwatch and based on the Socket communication trigger data, to obtain a first data packet;

send the first data packet to a mobile phone end on a smartphone by performing short-range wireless communication with the smartphone, so that the mobile phone end parses the first data packet to obtain the Socket communication trigger data, performs Socket communication with a corresponding serving end based on the Socket communication trigger data, and performs encapsulation by using the short-range wireless communication protocol and based on Socket communication response data returned by the serving end, to obtain a second data packet; and

receive the second data packet returned from the mobile phone end by performing short-range wireless communication with the smartphone, and parse the second data packet to obtain the Socket communication response data,

wherein the processor being caused to obtain the Socket communication trigger data specifically comprises being caused to:

encapsulate a Socket API parameter based on a predesigned Socket API parameter structure, to obtain a Socket API structure object; and

perform serialization processing on the Socket API structure object, to obtain the Socket communication trigger data.

15. The non-transitory computer-readable storage medium according to claim 14, wherein the processor being caused to perform the encapsulation based on the Socket communication trigger data, to obtain a first data packet specifically comprises being caused to:

encapsulate the Socket communication trigger data into packets to obtain a plurality of first data packets, so that after obtaining the plurality of first data packets, the mobile phone end correspondingly assembles and parses the packets to obtain the Socket communication trigger data.

16. The non-transitory computer-readable storage medium according to claim 14, wherein the processor further comprises being caused to:

after a specified watch proxy connection between the mobile phone end and the serving end is established, receive, by performing short-range wireless communication with the smartphone, information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection, wherein

the watch proxy connection is triggered to be established based on short-range wireless communication between the watch end and the mobile phone end.

17. The non-transitory computer-readable storage medium according to claim 16, wherein the watch end and the serving end belong to payment applications or payment channel applications;

before the receiving information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection, the processor further comprises being caused to:

make a watch payment through the watch end, wherein the watch payment is completed through two-dimensional code scanning interaction or short-range wireless communication between the smartphone and a target checkout device; and

the receiving information that is sent by the mobile phone end and that is actively pushed by the serving end through the watch proxy connection specifically comprises being caused to:

receive detailed payment result information that corresponds to the watch payment, that is sent by the mobile phone end, and that is actively pushed by the serving end through the watch proxy connection, wherein the detailed payment result information comprises at least an actual payment amount and an account balance after the payment.