METHOD, SERVER, AND READABLE STORAGE MEDIUM FOR PROCESSING PAYMENT IN OFFLINE SCENARIO

ABSTRACT

An implementation of the present specification discloses a method for processing payment in an offline scenario. A collection terminal, when in an offline state, scans an offline code generated by a user terminal in an offline state to obtain offline code information, obtains a payment amount, and saves the offline code information and the payment amount, and if in an online state, uploads the offline code information and the payment amount to a server, so that after receiving the offline code and the payment amount, the server pays a deduction amount from a corresponding payment account based on the offline code information and the payment amount, and thus puts the deduction amount into a payment account corresponding to the collection terminal. As such, the payment function can still be achieved when the user terminal and the collection terminal are in an offline state.

FIG. 2