

Payment Method, Apparatus and Device

说明书摘要

本说明书实施例公开了一种支付方法、装置以及设备，应用于支付应用的客户端，对于付款收款双方而言，降低了硬件要求，也提高了便利性，支付体验更好，对于服务端能够复用已有处理逻辑，实施成本低。方案包括：接收到唤起指令，其中，所述唤起指令的发起方式包括：所述客户端所在的移动设备读取收款方的近距离无线通信标签，得到相应的码值，向所述客户端发送所述唤起指令并提供所述码值；响应于所述唤起指令，根据所述码值获得所述收款方的相关信息；根据所述相关信息，模拟所述收款方作为扫码方时扫码支付的预定过程；通过执行所述模拟的预定过程，代替所述收款方向对应的服务端发起支付请求，以获得所述服务端返回的支付结果。

Embodiments of this specification disclose a payment method, apparatus, and device, applied to a client of a payment application. For both parties of a payer and a payee, a hardware requirement is reduced, convenience is also improved, and payment experience is better. A server can reuse existing processing logic, and implementation costs are low. A solution includes: receiving a wakeup instruction, where an initiation manner of the wakeup instruction includes: a mobile device in which the client is located reads a short-range wireless communication tag of a payee, to obtain a corresponding code value, sends the wakeup instruction to the client, and provides the code value; obtaining related information of the payee based on the code value in response to the wakeup instruction; simulating, based on the related information, a predetermined process of code scanning payment performed when the payee serves as a code scanning party; and initiating a payment request to a corresponding server instead of the payee by executing the simulated predetermined process, to obtain a payment result returned by the server.

(FIG. 1)