CLAIMS

1. A dynamic graphic code implementation method, comprising:

invoking a distance sensor of a device to detect a distance between the device and a blocking object when displaying a graphic code on the device, wherein refreshing the graphic code is scheduled for a first refresh time;

if the distance between the device and the blocking object is within a preset distance range, stopping refreshing the graphic code scheduled for the first refresh time; and

after stopping refreshing the graphic code, if it is detected that the distance between the device and the blocking object is not within the preset distance range, restoring the refreshing of the graphic code when a next refresh time for refreshing the graphic code arrives.

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

restoring the refreshing of the graphic code when a time duration since the refreshing of the graphic code is stopped reaches a preset time duration.

3. The method according to claim 1, wherein the restoring the refreshing of the graphic code comprises:

refreshing the graphic code when the next refresh time arrives, the next refresh time being one of the first refresh time and a second refresh time.

4. The method according to claim 1, wherein the stopping refreshing the graphic code comprises:

in a preset refresh mode, when the first refresh time of the graphic code arrives, not sending a refresh request.

5. A non-transitory computer-readable storage medium having stored therein instructions that, when executed by a processor of the device, cause the device to perform the method of any one of claims 1-4.

6. An apparatus for dynamic graphic code implementation, comprising:

a processor; and

a memory configured to store a machine executable instruction;

wherein by executing the machine executable instruction stored in the memory, the processor is caused to:

invoke a distance sensor of the apparatus to detect a distance between the apparatus and a blocking object when displaying a graphic code on the apparatus, wherein refreshing the graphic code is scheduled for a first refresh time;

stop refreshing the graphic code scheduled for the first refresh time, if the distance between the apparatus and the blocking object is within a preset distance range; and

after stopping refreshing the graphic code, if it is detected that the distance between the apparatus and the blocking object is not within the preset distance range, restore the refreshing of the graphic code when a next refresh time for refreshing the graphic code arrives.

7. The apparatus according to claim 6, wherein the processor is further caused to:

restore the refreshing of the graphic code when a time duration since the refreshing of the graphic code is stopped reaches a preset time duration.

8. The apparatus according to claim 6, wherein in restoring the refreshing of the graphic code, the processor is further caused to:

refresh the graphic code when the next refresh time arrives, the next refresh time being one of the first refresh time and a second refresh time.

9. The apparatus according to claim 6, wherein the processor is further caused to:

in a preset refresh mode, not send a refresh request when the first refresh time of the graphic code arrives.