What is claimed is:

1. A method for generating information identification code, implemented by a server, comprising:

requesting a user's code generation seed from a code identifying party;

receiving a first code generation seed from the code identifying party;

caching the first code generation seed on the server and synchronizing the first code generation seed to a client of the user, for the user to generate the information identification code, wherein the synchronized first code generation seed is cached on the client;

receiving a code generation seed request from the client; and

when determining an external failure occurs, sending a first response message to the client instructing the user to use the cached first code generation seed on the client, wherein the external failure is associated with loss of connection with the code identifying party.

2. The method of claim 1, wherein before requesting the user's code generation seed from the code identifying party, the method further comprises: triggering a preset event, the preset event being a service low-peak event.

3. The method of any of the proceeding claims, wherein the requesting a user's code generation seed from a code identifying party comprises:

requesting code generation seeds of one or more users in a predetermined group, wherein the predetermined group includes all registered users, active users, or users with frequent network errors.

4. The method of any of the proceeding claims, wherein the receiving a first code generation seed from the code identifying party comprises:

obtaining the first code generation seed within a predetermined time period.

5. The method of claim 1, further comprising:

caching the first code generation seed on the server; and

when determining an external failure occurs, sending, to the client, a second response message including a latest code generation seed cached on the server, wherein the external failure is associated with loss of connection with the code identifying party.

6. A data processing system, comprising:

one or more processors; and

one or more computer-readable memories coupled to the one or more processors and having instructions stored thereon that are executable by the one or more processors to perform the computer-implemented method of any of claims 1 to 5.

7. A data processing apparatus, comprising a plurality of modules for performing the computer-implemented method of any of claims 1 to 5.

8. A non-transitory computer-readable storage medium configured with instructions executable by one or more processors to cause the one or more processors to perform the computer-implemented method of any of claims 1 to 5.

9. A method for generating information identification code, implemented by a client, comprising:

determining whether a network of the client is available, wherein when the network of the client is determined to be available:

initiating a code generation seed request to a server;

obtaining, from the server, a cached first code generation seed; and

storing the first code generation seed; and

when an external failure occurs and when an information identification code needs to be generated, obtaining from the server a first response message including an instruction to use the stored first code generation seed on the client, and generating the information identification code according to the stored first code generation seed, wherein the external failure is associated with loss of connection with a code identifying party of the code generation seed.

10. The method of any of claims 9, wherein when the network of the client is determined to be available, the method further comprises:

initiating a code generation seed request to a server;

receiving a second response message from the server, wherein the second response message includes a second code generation seed; and

generating the information identification code according to the second code generation seed.

11. The method of claim 10, wherein the second code generation seed is a latest code generation seed received from a code identifying party.

12. The method of claim 10, wherein the second code generation seed is pre-stored in the server.

13. A non-transitory computer-readable storage medium configured with instructions executable by one or more processors to cause the one or more processors to perform the computer-implemented method of any of claims 9 to 12.