CLAIMS

What is claimed is:

1. A display frame for displaying objects, wherein an object displayed in the display frame is touchable when locked in the display frame, and the display frame comprises:

one or more locking mechanisms, one or more objects being arranged on each of the one or more locking mechanisms, wherein the one or more locking mechanisms comprises a hook and a controllable baffle, when one of the one or more locking mechanisms is closed, the one or more objects arranged on the locking mechanism being locked in the display frame, and when the locking mechanism is opened, the one or more objects arranged on the locking mechanism being disengaged from the display frame;

a graphic code scanner configured to scan a graphic code of a user for a resource transfer;

a circuit coupled to the one or more locking mechanisms, wherein:

the graphic code scanner is communicatively coupled to the circuit,

the circuit is configured to send the scanned graphic code of the user to a server for performing an identity verification on the user, and in response to receiving a result indicating that the identity verification succeeds, initiate the resource transfer for the object,

the circuit is further configured to send an unlocking signal including an identification of the object to each locking mechanism for opening the locking mechanism in response to receiving a notice indicating that the resource transfer has been successfully performed for the object, and

in response to the unlocking signal, the locking mechanism is configured to open and release the object from the display frame based on the identification of the object.

2. The display frame according to claim 1, further comprising:

a pressure sensor disposed on one of the one or more locking mechanisms; and

a reminder module connected to the pressure sensor and configured to send a reminder signal when the pressure sensor detects that pressure of the locking mechanism reaches a predetermined pressure threshold.

3. The display frame according to claim 1 or 2, wherein the controllable baffle being disposed at an outermost end of the hook for locking an object, wherein when the locking mechanism is opened, the controllable baffle is removed, and the object arranged on the

locking mechanism is disengaged from the display frame.

4. The display frame according to claim 3, there is a predetermined angle between the hook and a vertical direction, the predetermined angle being less than 90 degrees.

5. An object processing method, wherein the method is applied to a display frame, an object displayed in the display frame being touchable by a user when locked in the display frame, the display frame including one or more locking mechanisms, the one or more locking mechanisms comprising a hook and a controllable baffle, a graphic code scanner for scanning a graphic code of a user for a resource transfer of the object, and a circuit coupled to the one or more locking mechanisms, and the method comprises:

scanning, by the graphic code scanner, a graphic code of a user for a resource transfer of the object to acquire resource account information of the user;

sending, by the circuit to a server, an unlocking request for a target object selected by the user, wherein the unlocking request comprises resource information required for unlocking the target object and resource account information of the user;

in response to receiving an unlocking signal corresponding to the unlocking request sent by the server indicating that the identity verification succeeds, initiate, by the circuit, the resource transfer for the object;

sending an unlocking signal including an identification of the object to each locking mechanism for opening the locking mechanism in response to receiving a notice indicating that the resource transfer has been successfully performed for the object; and

opening a locking mechanism of the target object in the display frame according to the unlocking signal for disengaging the target object from the display frame.

6. The method according to claim 5, wherein before the sending, to a server, an unlocking request for a target object selected by a user, the method further comprises:

generating the unlocking request for the target object according to the information of the target object, the resource information required for unlocking the target object, and the resource account information of the user.

7. An object processing system comprising one or more display frames for displaying objects and a server, the one or more display frames for displaying objects being communicatively connected to the server respectively, wherein the one or more display

frames include:

one or more locking mechanisms, the one or more locking mechanisms comprising a hook and a controllable baffle, one or more objects placed in each locking mechanism, and when the locking mechanism is in a closed state, the object placed on the locking mechanism is locked in the display frame, and when the mechanism is in an open state, the object placed on the locking mechanism is separatable from the display frame;

a graphic code scanner configured to scan a graphic code of a user for a resource transfer; and

a circuit coupled to the one or more locking mechanisms,

wherein the graphic code scanner is coupled to the circuit,

the circuit is configured to send the scanned graphic code of the user to a server for performing an identity verification on the user, and in response to receiving a result indicating that the identity verification succeeds, initiate the resource transfer for the object,

the circuit is further configured to send an unlocking signal including an identification of the object to each locking mechanism for opening the locking mechanism in response to receiving a notice indicating that the resource transfer has been successfully performed for the object, and

in response to the unlocking signal, the locking mechanism is configured to open and release the object from the display frame based on the identification of the object, and

wherein the server including:

a receiving module, configured to receive an unlocking request for the target object, where the unlocking request includes resource information required to unlock the target object and resource account information of the use for performing an identity verification on the user;

a resource transfer module, configured to ~~initiate~~ perform resource transfer for the target object according to the resource information required to unlock the target object and the resource account information of the user in the unlock request; and

a sending module, configured to send an unlocking signal corresponding to the unlock request sent indicating that the identity verification succeeds to the locking mechanism of the target object.