Abstract

One-tenth of the world’s ever-growing internet population shops online, representing a staggering 627 million people. As more organization adopts e-payment methods, changes in the market-place for business-to-business (B2B) payments increasingly demand executives’ attention. Businesses are beginning to realize they must add new payment options to a process still dominated by paper checks, wire transfers, and automated clearinghouse (ACH) transactions.
Extreme programming and other emerging agile methods represent an important new direction in software engineering and development. This paper explores the integration of both usage-centred engineering and extreme programming for e-payment model using open network system.

This paper describes the development of a B2B E-payment system using Use-Case modelling techniques as well as, E-Signatures and XML. We propose an open network system which can adapt to users changing needs as well as allowing effective and secured transaction via any customers’ bank account.

Reference

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Index Terms

Computer Science  Algorithms

Key words

Business-to-Business payments  e-Payments
Usage-centred Model
Extreme Programming
Open System Network