45 EXTERNAL INPUT WITHOUT ILF

Problem description

A bank has a payment-app. It has a page that can be used to transfer money from one bank account to another one's.

The page in this payment-app has the following layout:

After [Proceed] the amount will be transferred tot he account of the reception, unless an error occurs or the payment is cancelled by the user.
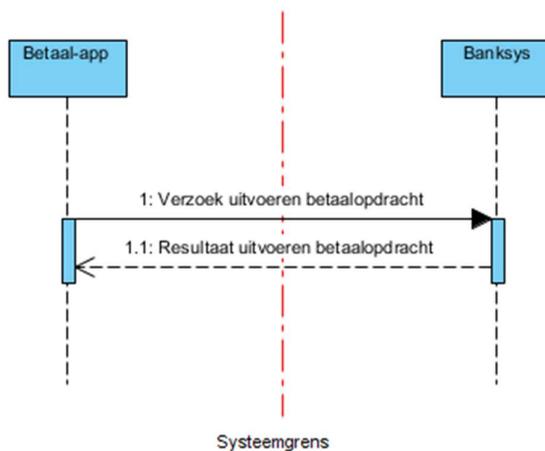
The question is, how this page of the payment-app should be counted.

Discussion

The functionality can be described as follows:

Userstory — *As a user I want to do a payment to someone through my bank, so the intended amount reaches its destination.*

The payment-app and the transaction system (Banksys) are different systems which communicate by means of messages.

The userstory leads to changing of data. The data to be changed are not present in the payment-app, but reside in the transaction system. This page of the payment-app sends a message to the transaction system. The page of the payment-app receives a message that presents itself to the user as information (for example "Processed" or "Not processed").

The intent and experience of the user are that of an External Input. The guideline in the Counting Guidelines are not unambiguous in this situation. The function is recognized by the user and data and/or control information is entered into the application from outside that application. This External Input is not about control information. This External Input is about data information, but this data is not persisted within the payment-app.

The message from the payment-app to Banksys is from a user perspective not requested and not elementary and therefore not an External Output.

Statement: What the user is requesting, meaning and experiencing, the primary intent, is leading when the Counting Guidelines offer no unambiguous solution.

Solution

Count one External Input.

References to the Standard

4.1, 7.1, 7.2.a, 7.3 (table 7)

The fourth bullet under 7.2.a "crosses the external … (usually)" leaves room for an External Input without ILF, like the complexity table in 7.3.