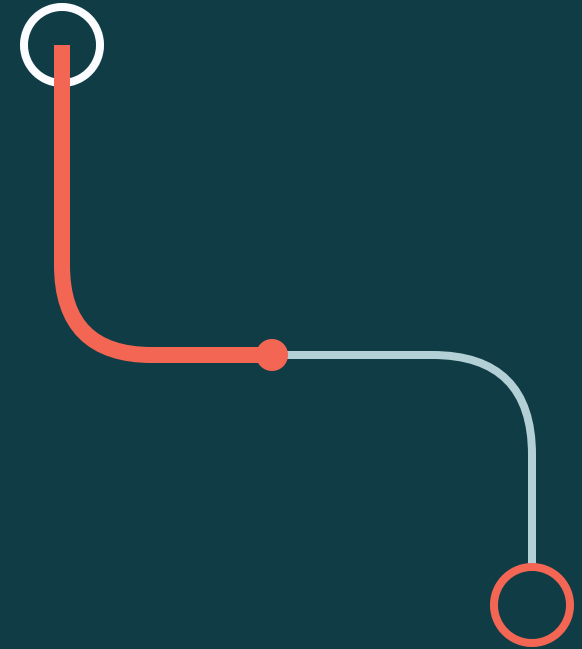


Beyond the code.

How agents finish a job

A short talk for developers delegating a complete change



The request is small. The promise isn't.

“Let a customer move
a booking.”

Original appointment

10:00

Chosen destination

14:00

Changing the time must not lose the booking.

First, define what must survive.

Keep the old slot

Release it only when the move succeeds.

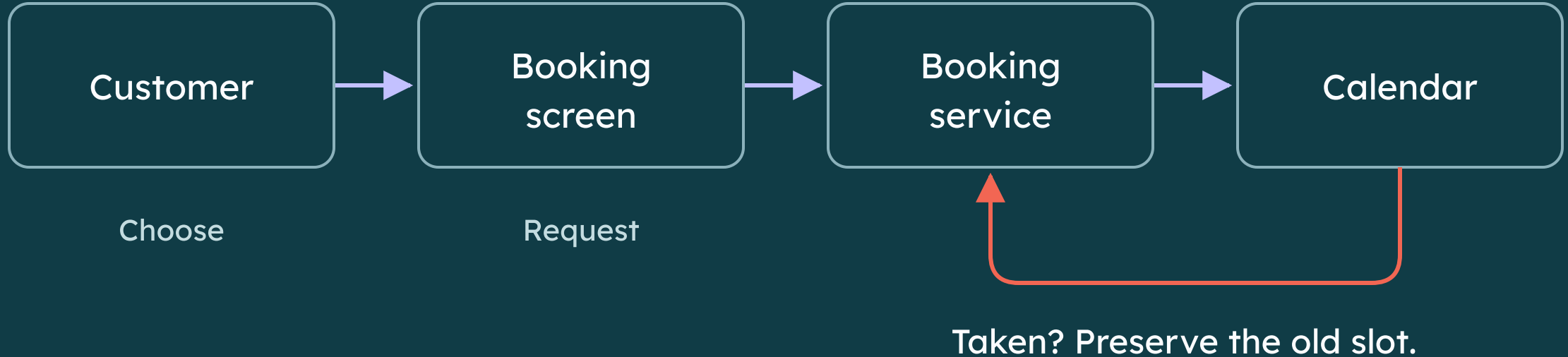
Use the booking service

Keep access and state changes together.

Notify after success

A refused move must not send a confirmation.

The screen doesn't own the booking.



Put the transition in the service that owns it.

Check the service. Then use the screen.

Service checks

The complete interval is available.

A taken destination is refused.

Another customer can't move it.

Example customer journey

New appointment: 14:00

Confirm move

Use the actual control.
Inspect the saved result.

14:00 is gone.

The customer still has 10:00.



Refuse the move. Keep the booking. Offer another time.

Make the handoff answer a decision.

Change

Confirmation rechecks the destination.

Evidence

Attach the run for a taken slot.

Still open

Deployment is outside this assignment.

Finish the promise.

Leave working behavior
and the evidence to judge it.

