



As seen from the Class Diagram above, the program contains of 5 classes that will model the required bank wallet and corresponding interactions. Some of the details when compared to the code are as follows:

- The Dad and Mom classes are connected to the Parent class via Generalisation, *i.e.* they are inherited classes from Parent class. Relationships with all other classes have been depicted with normal Associations.
- Both the Mom and Dad classes have a one-to-many multiplicity with the Child class, *i.e.* multiple Child instances can interact with only one Dad instance or one Mom instance.
- The BankWallet class does not have an instance created in the design implementation (or in code) as it was felt to be unnecessary because it is unique and does not require creating an object for the class. We can also notice that the Parent, Mom and Dad classes have a one-to-one relationship with this class.

Certain attributes created in the code have not been mentioned in this class diagram (such as the `instance_count`) as they did not add to any functionality in the design.