Low-Level Design (LLD):

The low-level design of the banking application can be represented using the following pseudo code:

```
class Bank {
    int balance=10000;

    // Method to check balance
    public void checkBalance() {
        // Display current balance
    }

    // Method to deposit money
    public void deposit(int amount) {
        // Update balance by adding deposited amount
        // Display deposit success message and updated balance
    }

    // Method to withdraw money
    public void withDrawAmount(int wdAmount) {
        // Check if withdrawal amount is valid
        // Update balance by subtracting withdrawal amount
        // Display withdrawal success message and updated balance
    }

    // Method to transfer money
    public void transfer(int trfAmount) {
        // Check if transfer amount is valid
        // Check if sufficient balance is available for transfer
        // Update balance by subtracting transfer amount
        // Display transfer success message and updated balance
        // Display insufficient balance message if applicable
    }

    // Method to exit the system
    public void exit() {
        // Display exit message and exit the application
    }

    // Method to show menu and accept user input
    public void ShowMenu() {
        // Display welcome message and available options
        // Accept user input for option
        // Process user input and call respective methods
        // Repeat until user selects to exit
        // Display thank you message
    }
```