UML class diagram:

- **Main**
- **Reader**
- **«interface» Saveable**
- **BankAccountInterface**
  - → 0..1 **Writer**
  - ◇→ 1 **Panels**
  - ◇→ 1 **Sounds**
- **BankAccount** (0..1, implements Saveable; associated from BankAccountInterface 0..1)
  - ◇→ 0..3 **«abstract» Account**
- **InfoDisplayer**
- **«abstract» Account** extended by:
  - **Chequing**
  - **Savings**
  - **RegisteredEducationSavingsPlan**