



ITransactions
void deposit(double amount) void withdraw(double amount)

AccountOperations
void insertAccount(Account a) void removeAccount(Account a) Account getAccount(int accountNumber) void showAllAccounts()

CustomerOperations
void setCustomer(Customer c) void getCustomer(int nid) void insertCustomer(Customer c) void removeCustomer(Customer c) void showAllCustomers()

EmployeeOperations
void setEmployees(Employee e) void getEmployee(String empId) void insertEmployee(Employee e) void removeEmployee(Employee e) void showAllEmployees()

Account
int accountNumber double balance
void setAccountNumber(int accountNumber) void setBalance(double balance) int getAccountNumber() double getBalance() void showInfo()

Customer
String name int nid Account accounts
void setName(String name) void setNid(int nid) String getName() int getNid()

Employee
String name String empId double salary
void setName(String name) void setEmpId (int empId) void setSalary(double salary) String getName() int getEmpId () double getSalary()

Bank
Customer customers Employee employees

Start

The **Start** class contains the main method. Inside the main method the application prompts the user to choose among the following options:

1. Employee Management
2. Customer Management
3. Account Transactions
4. Exit

Upon choosing any of the option the user is given some further options to choose from:

Options for Employee Management:

1. Insert New Employee
2. Remove Existing Employee
3. Show All Employees
4. Going Back

Options for Customer Management:

1. Insert New Customer
2. Remove Existing Customer
3. Show All Customer
4. Going Back

Options for Account Transactions:

1. Deposit Money
2. Withdraw Money
3. Going Back

The application will prompt the user to give input for the necessary values as per the choice. The application will repeatedly go on according to the user choices.

Notes:

1. Here the purple box are interfaces.
2. Dotted line indicates that there is an inheritance between the classes.
3. Here transaction history should be stored in a file named "History.txt"
4. You have to do exception handling in your code.
5. All the classes will be inside one package and all other interfaces should be inside another package