**Topic - Interface in Java**

**Scenario:**

In a banking system, we need to create a set of classes that manage different aspects of a bank account. The system should allow users to:

1. Deposit money into their account.
2. Withdraw money from their account.
3. Check account balance.

Additionally, the bank has the following services:

* Loan services where a user can apply for a loan and check the loan status.
* Interest services where the bank applies interest rates to savings accounts and calculates the accrued interest.

You need to design the following interfaces and implement them:

1. Transaction – Interface for basic account operations (deposit, withdraw, balance check).
2. LoanService – Interface for loan-related operations (applyLoan, checkLoanStatus).
3. InterestService – Interface for handling interest-related operations (applyInterest, checkInterest).

Then, create a SavingsAccount class that can perform operations from all three interfaces: Transaction, LoanService, and InterestService.

Requirements:

1. Implement the interfaces Transaction, LoanService, and InterestService in the SavingsAccount class, ensuring it supports multiple inheritance.
2. Write the main program that creates a SavingsAccount, performs transactions (deposit, withdraw, check balance), applies for a loan, and calculates the interest on the account.