Design a data model using inheritance and interfaces to simulate Banking system. Identify the entities establish relationship between them.

1. Implement classes to perform following functions
    a. Opening an account.
    b. Depositing Money.
    c. Withdrawal of Money.
    d. Closing of Account.
    e. Display the balance.
    f. Store the transaction in an Array, and display them as ledger.

Note: Implement proper validations and data input.