

UECS2344 Software Design: Practical 2

Refer to the banking application described in Practical 1.

Design and develop the banking application using the object-oriented paradigm and implement with Java.

The application is to have:

- one inheritance hierarchy with subclasses to represent the different types of account.
- one ArrayList (for temporary storage) of many accounts
- a console-based user interface that displays a menu with options as follows:
 - display details of all accounts
 - create an account
 - process an account given an account number to perform either withdraw or deposit operation for the account.

You are to submit:

- Source Code Listing
- Class Diagram