<<interface>>

IAccount

- + deposit(double): void
- + withdraw(double): boolean
- + getBalance(): double
- $+\ perform Monthly Maintenance\ ():$

void

AbstractIAccount

balance: double

- + deposit(double): void
- # canWithdraw(double): boolean
- + getBalance(): double
- + toString(): String

SavingsAccount

- counter: int

- + withdraw(double): Boolean
- + performMonthlyMaintenance (): void

CheckingAccount

- haveFee: boolean

- ifChargeFee(): void
- + withdraw(double): Boolean
- + performMonthlyMaintenance ():

void