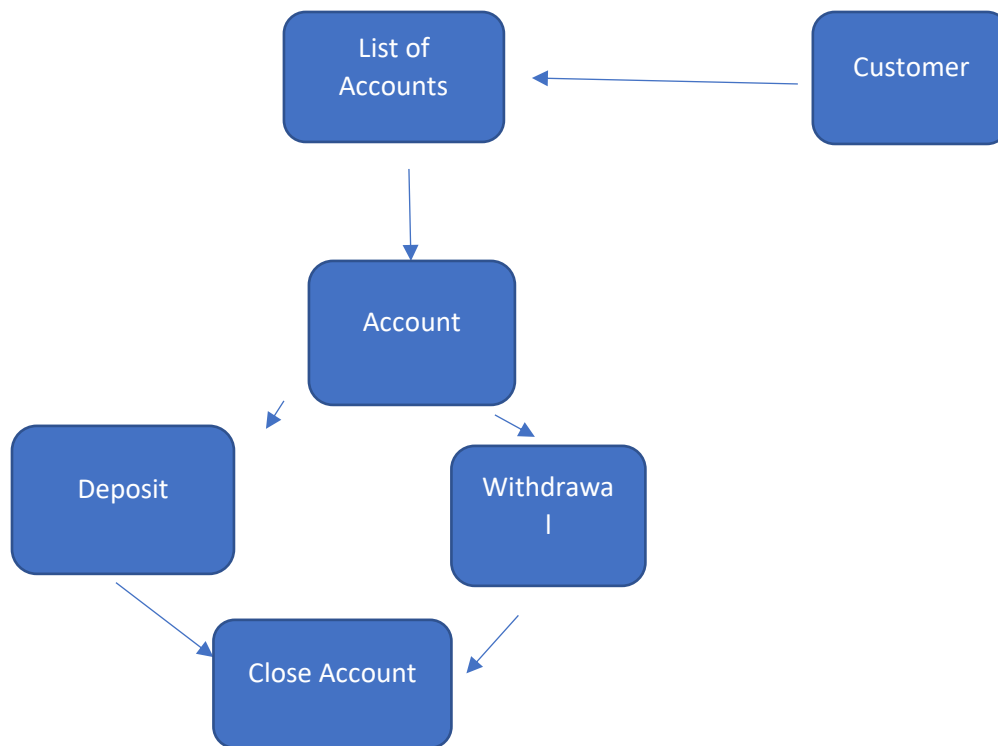Diagram:

Summary:

This code creates a simple banking system that allows users to open accounts, view a list of their accounts, deposit and withdraw money, and close their accounts.

The main class is BankMain, which contains the main method that is executed when the program starts. It creates a Bank object and then displays a menu of options to the user. Depending on the user's choice, it calls the appropriate method on the Bank object.

The Bank class has two instance members: an ArrayList of Account objects, and a displayMenu method that simply prints the available options to the user. The Bank class has several methods for managing accounts, such as addAccount, listAccounts, depositAccount, withdrawAccount, and closeAccount.

The Account class has several instance variables, including a Customer object that represents the account holder, an account number, a balance, and a boolean value that indicates whether the account is closed. The Account class has several methods for managing the account, such as deposit and withdrawal.

The Customer class has three instance variables: a first name, a last name, and a social security number. It has no methods.

The Bank class contains an ArrayList of Account objects, and the Account class contains a Customer object. This means that a Bank object has a collection of Account objects, and an Account object has a Customer object.