

## **Project: Banking Application(Java)**

### **High-Level Design (HLD):**

The high-level design of the banking application can be represented using the following components and their interactions:

- 1. Bank Class:** This class represents the main functionality of the banking application, including checking balance, depositing money, withdrawing money, transferring money, and exiting the system. It contains methods such as `checkBalance()`, `deposit()`, `withdrawAmount()`, `transfer()`, and `exit()`.
- 2. User Interface:** The user interface is responsible for displaying the options to the user and accepting user inputs. It interacts with the Bank class to perform the desired actions based on the user's input.
- 3. Data Storage:** The application may require data storage to store user account information, transaction history, etc. This can be implemented using databases or other data storage mechanisms.
- 4. Input/Output (I/O):** The application takes input from the user, such as the amount to deposit, amount to withdraw, and amount to transfer, through the user interface. It also displays output to the user, such as the current balance and transaction status.