The given code is a simple banking application that allows users to perform basic banking operations like checking balance, depositing, withdrawing, and transferring money. The code has a single class named "Bank" that contains various methods to perform these operations. The class also contains a main method that allows the user to interact with the application using a menu-based system.

The class has four methods - checkBalance, deposit, withDrawAmount, and transfer - that perform the respective banking operations. The checkBalance method displays the current balance in the account, the deposit method allows the user to deposit money into the account, the withDrawAmount method allows the user to withdraw money from the account, and the transfer method allows the user to transfer money from the account to another account.

The class also has two utility methods - exit and ShowMenu - that exit the application and display the main menu of the application, respectively. The ShowMenu method uses a do-while loop to repeatedly display the menu and prompt the user to select an option until the user chooses to exit.

Overall, the architecture of the code is simple and straightforward, and it provides basic functionality for a banking application.