

Low-Level Design (LLD):

The low-level design of the banking application can be represented using the following pseudo code:

```
class Bank {
```

```
int balance=50000;
```

Method to check balance

```
public void checkBalance() {
```

```
// Display current balance
```

```
}
```

Method to deposit money

```
public void deposit(int amount) {
```

```
// Update balance by adding deposited amount
```

```
// Display deposit success message and updated balance  
}
```

Method to withdraw money

```
public void withdrawAmount(int wAmount) {
```

```
// Check if withdrawal amount is valid
```

```
// Update balance by subtracting withdrawal amount  
}
```

Method to transfer money

```
public void transfer(int tAmount) {
```

```
// Check if sufficient balance is available for transfer
```

```
// Update balance by subtracting transfer amount
```

```
// Check if transfer amount is valid // Display transfer success message and updated balance //  
Display insufficient balance message if applicable  
}
```

Method to exit the system

```
public void exit() {  
  
    // Display exit message and exit the application  
  
    // Method to show menu and accept user input public void ShowMenu() {  
  
        // Display welcome message and available options  
  
        // Accept user input for option  
  
        // Process user input and call respective methods  
  
        // Repeat until user selects to exit  
  
        // Display thank you message  
    }  
}
```