

ITransactions

void deposit(double amount) void withdraw(double amount) void transfer(Account a, double amount)

AccountOperations

void insertAccount(Account a) void removeAccount(Account a) Account getAccount(int accountNumber) void showAllAccounts()

CustomerOperations

void insertCustomer(Customer c) void removeCustomer(Customer c) Customer getCustomer(int nid) void showAllCustomers()

EmployeeOperations

void insertEmployee(Employee e) void removeEmployee(Employee e) Employee getEmployee(int empId) void showAllEmployees()

Account

int accountNumber double balance

void setAccountNumber(int accountNumber) void setBalance(double balance) int getAccountNumber() double getBalance() abstract void showInfo()

Customer

String name int nid Account accounts[]

int getNid()

void setName(String name) void setNid(int nid) String getName()

Employee

String name String empId double salary

void setName(String name) void setNid(int nid) void setSalary(double salary) String getName() int getNid() double getSalary()

FixedAccount

int tenureYear

void setTenureYear(int tenureYear) int getTenureYear()

SavingsAccount

double interestRate

void setInterestRate(double interestRate) double getInterestRate()

Bank

Customer customers[] Employee employees[]

Start

The *Start* class contains the main method. Inside the main method the application prompts the user to choose among the following options:

- **Employee Management**
- **Customer Management** 2.
- 3. Customer Account Management
- **Account Transactions** 4.
- 5. Exit

Upon choosing any of the option the user is given some further options to choose from:

Options for Employee Management:

- 1. Insert New Employee
- 2. Remove Existing Employee
- Show All Employees

- *Options for Customer Management:*
- 2. Remove Existing Customer
- Show All Customer

1. Insert New Customer *Options for Customer Account Management:*

- 1. Insert New Account
- 2. Remove Existing Account
- **Show All Accounts**

Options for Account Transactions:

- 1. Deposit Money
- 2. Withdraw Money
- Transfer Money

The application will prompt the user to give input for the necessary values as per the choice. The application will repeatedly go on according to the user choices.

N.B. Violate color denotes Interfaces here Orange color denotes Abstract Class Others Are Concrete Classes

Has a Relationship, Inheritance, Interface implementation all represented in the Diagram