Write code for the following UML Diagram that manipulates bank accounts.

- **BankAccount**
  - GetBalance: returns the balance
  - deposit(double a): to deposit(add) the value of a to the balance.
  - withdraw(double a): to withdraw(subtract) the value of a from the balance.

- **CheckingAccount**: allows cheques only and have these attributes:
  - Min: the minimum value of withdraw without adding charge
  - Charge: the fees.
  - The withdraw operation depends on these conditions:
    - The balance is enough.
    - A charge must be added if the minimum value is reached.

- **SavingAccount**: manipulating saving accounts so the withdrawing operations don’t have any limitations.
  - addInterest(double rate): add a rate (percent) of the balance to the balance as an interest.