

```

@startuml gardenuml
abstract class Plants {
    + plant_name: str
    + height: int
    + age: int
    ---
    + __init__(plant_name: str, height: int, age: int)
    # grow(): int
    # make_food(): str
}

class Flower {
    + grow(): int
    + make_food(): str
}

class Tree {
    + grow(): int
    + make_food(): str
}

class Grass {
    + grow(): int
    + make_food(): str
}

Plants <|-- Flower
Plants <|-- Tree
Plants <|-- Grass
@enduml

```