

Animal
<ul style="list-style-type: none">- speed: double- hunger: boolean- death: boolean
<ul style="list-style-type: none">+ Animal(double speed, boolean hunger, boolean death)+ getSpeed(): double+ getHunger(): boolean+ getDeath(): boolean+ setSpeed(double speed): void+ setHunger(boolean hunger): void+ setDeath(boolean death): void

Carnivora
<ul style="list-style-type: none">- name: String- id: int
<ul style="list-style-type: none">+ Carnivora(String name, int id)+ getName(): String+ getId(): int+ setname(String name): void+ setID (int id): void+ eat(Herbivore h): void

Herbivore
<ul style="list-style-type: none">- name: String- id: int
<ul style="list-style-type: none">+ Herbivore(String name, int id)+ getName(): String+ getId(): int+ setname(String name): void+ setID (int id): void+ eat(Plant p): void

Omnivore
<ul style="list-style-type: none">- name: String- id: int
<ul style="list-style-type: none">+ Omnivore(String name, int id)+ getName(): String+ getId(): int+ setname(String name): void+ setID (int id): void+ eat(Herbivore h): void+ eat(Plant p): void