



```
classDiagram\n    class Plant {\n        +int id\n        +String name\n        +float foodNeed\n        +List<Plant> children\n    }\n    class PlantEater {\n        +float rate\n    }\n    Plant \">\" PlantEater : eat()
```

The diagram illustrates a UML class hierarchy and association. The **Plant** class is the superclass, containing attributes `id`, `name`, `foodNeed`, and `children`. The **PlantEater** class is a subclass of **Plant**, indicated by a solid line with an open arrow pointing from **PlantEater** to **Plant**. Additionally, there is a self-association on the **Plant** class, represented by a solid line with an open arrow pointing from the **Plant** class back to itself. The **PlantEater** class has an attribute `rate`.