```
+-------------------------+
|     State< NPC >        |
+-------------------------+
|                         |
+-------------------------+
| + ~State()              |
| + Enter()               |
| + Execute()             |
| + Exit()                |
+-------------------------+
             △
             |
+-------------------------+
|          Eat            |
+-------------------------+
|                         |
+-------------------------+
| + Enter()               |
| + Execute()             |
| + Exit()                |
| + Instance()            |
| - Eat()                 |
| - Eat()                 |
| - operator=()           |
+-------------------------+
```