## PlantWateringApp +User user +Weather weather +List[Notification] notifications +List[Plant] get\_plants() +Plant get\_plant(int plant\_id) +void add\_plant(Plant plant) +void update\_plant(Plant plant) +void delete\_plant(int plant\_id) +void water\_plant(int plant\_id) +void complete\_watering\_schedule(int watering\_schedule\_id) +void send\_notification(str message) +void update\_weather() 1 has has 0..\* Weather **Notification** +int id +int id +float temperature has +str message +float humidity +datetime.datetime timestamp +str description +User user belongs to User +int id +str name +str email +List[Plant] plants has 0..\* **Plant** +int id +str name +str species +int watering\_frequency +int watering\_amount +str season +str image\_url +List[WateringSchedule] watering\_schedules

has belongs to

## WateringSchedule

- +int id
- +datetime.datetime date
- +bool is\_completed
- +Plant plant