main  
+testAll(): void  
+startApp(): void  
+main(): int

UI  
+printMenu(): void  
+uiAdd(): void  
+uiSort(): void  
+uiFilter(): void  
+printAllTurism(VectorDinamic): void  
...  
+run(): void

Service  
+\_\_repo: TurismRepository&  
+\_\_val:TurismValidator&  
+\_\_filter: VectorDinamic  
+\_\_generalSort: VectorDinamic  
+addTurism(string, string, string,int): void  
+stergereTurism(string,string,string): void  
+search(string, string,string): Turism  
+\_\_getAllTurism: VectorDinammic&  
+\_\_filtrareDestinatie: VectorDinamic  
+\_\_filtrarePret: VectorDinamic  
+\_\_sortByDenumire: VectorDinamic  
+\_\_sortByDestinatie: VectorDinamic  
+\_\_sortByTipAndPret: VectorDinamic

Repository  
RepoException  
+\_\_errorMsg: string  
+getErrorMessage(): string  
TurismRepository  
+\_\_allTuristi: VectorDinamic  
+store(Turism&): void  
+sterge(Turism&): void  
+\_\_getAllTurism: VectorDinamic  
+find(string,string,string): Turism  
+exists(Turism&): bool

Vector  
+\_\_elems: TElem\*  
+\_\_n: int  
+\_\_cp: int  
+add(TElem&): void  
+get(int): TElem&  
+set(int,const TElem&): void  
+ensureCapacity(): void  
+resize(): void  
+size(): int  
+clear(): void  
+push\_back(TElem): void  
+pop\_back(): void  
+operator[](int): TElem&  
+erase(int): void  
+operator=(VectorDinamic): void

Validators  
ValidationException  
+\_\_errorMsg: VectorDinamic  
+ValidationException(VectorDinamic)  
+\_\_getErrorMessages(): string  
+\_\_fullMsg: string

TurismValidator  
+valideaza(const Turism&): void  
+\_\_errors: VectorDinamic

Turism  
+\_\_denumire: string  
+\_\_destinatie:string  
+\_\_tip:string  
+\_\_pret:int  
+getDenumire(): string  
+getDestinatie(): string  
+getTip(): string  
+getPret(): int  
+setDenumire(string): void  
+setDestinatie(string): void  
+setTip(string): void  
+setPret(int): void