ComplexPlane.h

* Declare the following global constants at the top of the file:
  + **const unsigned int MAX\_ITER = 64;**
  + **const float BASE\_WIDTH = 4.0;**
  + **const float BASE\_HEIGHT = 4.0;**
  + **const float BASE\_ZOOM = 0.5;**
* Declare an **enum class** type named **State**with values **CALCULATING** and **DISPLAYING**
  + When the program starts or when the user clicks the mouse to move, we will be **CALCULATING**the complex plane display
    - This is very CPU intense, so we will set the state variable back to **DISPLAYING**after it is done so we only have to do it once per click
* Declare the rest of **ComplexPlane** as specified in the UML diagram