main.cpp

* Get the desktop resolution using:
  + **VideoMode::getDesktopMode().width;**
  + **VideoMode::getDesktopMode().height;**
  + Note: you may want to divide these values by 2 to start with a smaller screen so your program runs faster
* Construct the **RenderWindow**
* Construct the **ComplexPlane**
* Construct the **Font**and **Text** objects
* Begin the main loop
  + Handle Input segment
    - Poll Windows queue events
      * Handle **Event::Closed**event to close the window
      * Handle **Event::MouseButtonPressed**
        + Right click will **zoomOut** and call **setCenter** on the **ComplexPlane**object with the (x,y) pixel location of the mouse click
        + Left click will **zoomIn** and call **setCenter** on the **ComplexPlane**object with the (x,y) pixel location of the mouse click
      * Handle **Event::MouseMoved**
        + Call **setMouseLocation**on the **ComplexPlane** object to store the (x,y) pixel location of the mouse click
        + This will be used later to display the mouse coordinates as it moves
    - Check if **Keyboard::isKeyPressed(Keyboard::Escape)**to close the window
  + Update Scene segment
    - Call **updateRender**on the **ComplexPlane**object
    - Call **loadText** on the **ComplexPlane**object
  + Draw Scene segment
    - Clear the **RenderWindow**object
    - **draw** the **ComplexPlane**object
    - **draw** the **Text**object
    - Display the **RenderWindow**object