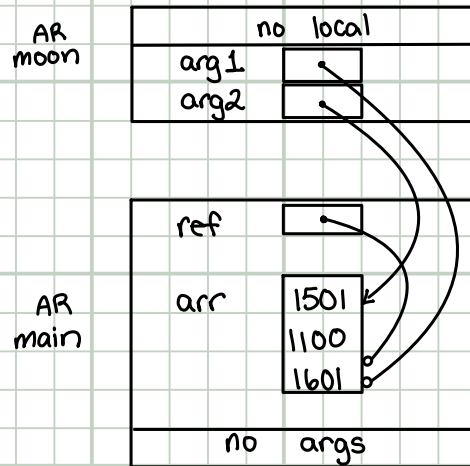
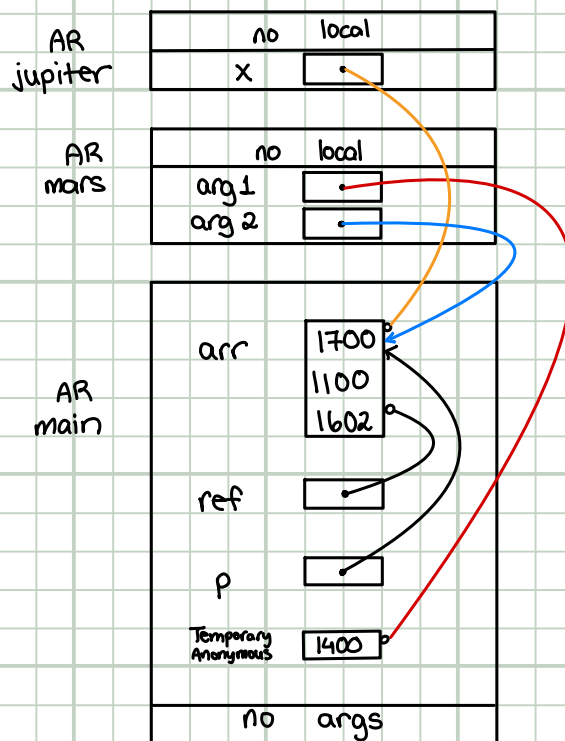




1. Point One



Point Two

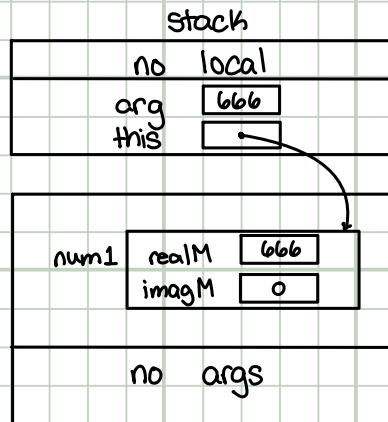




2. Point One

Cplx::setRealPart()
AR

AR
main

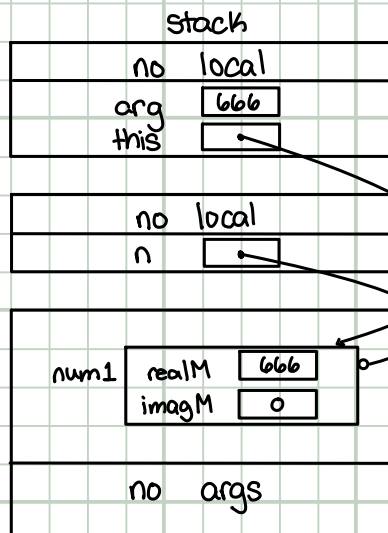


Point Two

Cplx::setRealPart()
AR

AR
global_print

AR
main



Point Three

Cplx::Cplx()
AR

AR
main

