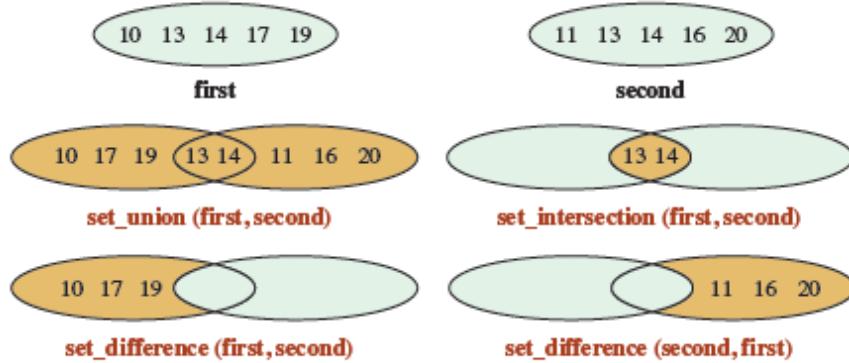


# Assignment

- PRG-4.** Declare and define a class Set representing a set of integers. A set is a collection of data without repetition or ordering. The class should have only private data members: a pointer to a dynamically allocated array of integers and an integer that holds the size of the set. The following shows the operators to be defined for a set.



Your solution must include an interface file, an implementation file, and an application file. It should have the following methods:

- A constructor to create an empty set.
- A destructor.
- A function to add an element to the set (overload the `+=` operator).
- A function to remove an element from the set (overload the `-=` operator).
- A binary friend function to get the intersection of two sets (overload the `*` operator).
- A binary friend function to get the union of two sets (overload the `+` operator).
- A binary friend function to determine the difference of two sets (overload the `-` operator).
- A function to print the contents of a set.