

- $\text{Union}(S1:\text{Set}, S2:\text{Set}) \rightarrow \text{Set}$: Returns a new set that contains all elements that are in $S1$, in $S2$, or in both. Common elements should be included only once.
- $\text{Intersection}(S1:\text{Set}, S2:\text{Set}) \rightarrow \text{Set}$: Returns a new set that contains only the elements that are in both $S1$ and $S2$.
- $\text{Difference}(S1:\text{Set}, S2:\text{Set}) \rightarrow \text{Set}$: Returns a new set that contains the elements in $S1$ that are not in $S2$.

Performance Analysis

- There are many criteria upon which we can judge a program, including:
 - (1) Does the program meet the original specifications of the task?
 - (2) Does it work correctly? \checkmark
 - (3) Does the program contain documentation that shows how to use it and how it works? \checkmark
 - (4) Does the program effectively use functions to create logical units?
 - (5) Is the program's code readable?

More concrete criteria

- (6) Does the program efficiently use primary and secondary storage?
- (7) Is the program's running time acceptable for the task?

Defn: The space complexity of a program is the amount of memory that it needs to run to completion. The time complexity of a program is the amount of computer time that it needs to run to completion. \square

Space Complexity

- The space needed by a program is the sum of the following components:

- (1) Fixed space requirements: Do not depend on the number and size of the program's inputs and outputs. Includes the instruction space (space needed to store the code), space for simple variables, fixed-sized structured variables (like structs) and constants.