Complex

- real: float - imag: float
- + << friend>> operator+(lhs : float, rhs : Complex&) : Complex
- + operator+(rhs: Complex) : Complex
- + <<friend>> operator>>(lhs: istream, rhs: Complex): istream
- + <<friend>> operator<<(lhs: ostream, rhs: Complex): ostream
- + operator==(rhs : Complex): boolean

Set

- $ARRAY_LIMIT$: int = 100
- array : Complex[] arraySize: int
- + << friend>> operator>>(lhs: istream, rhs: Set): istream
- + operator=(rhs : Set): Set
- + operator= (rhs : Complex): Set
- + operator+ (rhs : Set): Set
- + <<friend>> operator+(lhs : Complex, rhs : Set): Set + <<friend>> operator+(lhs : Set, rhs : Complex): Set
- + operator*(rhs : Set): Set
- + operator-(rhs : Complex): Set
- + <<friend>> operator<<(lhs: ostream, rhs: Set): ostream
- + isEmpty(): boolean
- + isFull(): boolean;
- find (thisComplex : Complex): int
- throwError (msg : String): void