)initWithArray:(NSArray *)array	Initializes a newly allocated set object by placing in it the objects contained in array.
)initWithObjects:(id)firstObj,...	Initializes a newly allocated set object by placing in it the objects in the argument list. The object list is comma-separated and ends with nil.
)initWithObjects:(id *)objects count:(unsigned int)count	Initializes a newly allocated set object by placing in it count objects from the objects array.
)initWithSet:(NSSet *)anotherSet	Initializes a newly allocated set object by placing in it the objects contained in anotherSet.
)initWithSet:(NSSet *)set copyItems:(BOOL)flag	Initializes a newly allocated set object by placing in it the objects contained in anotherSet (or immutable copies of them, if flag is YES).
SArray *)allObjects	Returns an array containing all the objects in the set.
)anyObject	Returns some object in the set, or nil if the set is empty.
OOL)containsObject:(id)anObject	Returns YES if anObject is present in the set.
signed int)count	Returns the number of objects currently in the set.
)member:(id)anObject	Return the object in the set that is equal to anObject, or nil if none is equal.
SEnumerator *)objectEnumerator	Returns an enumerator object that lets you access each object in the set.

OOL)isEqualToSet:(NSSet *)otherSet   Returns YES if every object in the receiving set is equal to
    and the two sets contain the same number of objects.

OOL)isSubsetOfSet:(NSSet *)otherSet   Returns YES if every object in the receiving set is equal to
    and the receiving set contains no more objects than oth

SString *)description   Returns a string object that describes the contents of the re

SString *)descriptionWithLocale:(NSDictionary *)localeDictionary
    Returns a string representation of the NSSet object, includ
    that represent the locale data from localeDictionary.