)initWithCapacity:(unsigned)numItems	Initializes a newly allocated set object, giving it enough allocated memory to hold numItems objects.
id)addObject:(id)object	Adds object to the set, unless object is equal to some object already in the set.
id)addObjectsFromArray:(NSArray *)array	Adds to the set all the objects in array, by calling addObject: for each one.
id)unionSet:(NSSet *)other	Adds to the receiving set all the objects in other, by calling addObject: for each one.
id)intersectSet:(NSSet *)other	Removes from the receiving set every object that's not equal to any object in other, by calling removeObject: for each one.
id)minusSet:(NSSet *)other	Removes from the receiving set every object that's equal to some object in other, by calling removeObject: for each one.
id)removeAllObjects	Empties the set of all its elements. (This method doesn't call removeObject:.)
id)removeObject:(id)object	If any member of the receiving set is equal to object, this method removes that object from the set.