 (Update Rectangle Class)

1. Modify constructor to have default arguments such that each argument defaults to 1.
2. Provide member functions that return the perimeter and the area of the rectangle.
3. Make sure to use #ifndef
4. Add destructor function for your class which will print out "destructor function called."
5. In a *separate* file, write a test program (containing main method) that
   1. creates two Rectangle objects: first object will have default values for data members and the second object will have different values for data members.
   2. assign second object to first object
   3. print the attributes (i.e. data members) of first object
   4. print the area and perimeter of first object