 (Rectangle Class)

1. In a header file, create a class Rectangle with 2 private floating data members: length and width.
2. Use constructor that takes two parameters and uses them to initialize the data members.
3. Also, provide set and get functions for the length and width attributes.

The set function should verify that the parameter is larger than 0.0 and less than 20.0. If value is verified, then set functions assigns the value to data member and return *true*. Otherwise, returns false.

1. In a *separate* file, write a test program (containing main method) that
   1. creates two Rectangle objects with different values for data members
   2. print the attributes (i.e. data members) of first object