```cpp
#include <iostream>
#include <math.h>
#include "Rectangle.h"

using namespace std;

int main() {

    Rectangle p1(2.5, 2.6, 3.0, 3.0); // confuguring a rectangle with user defined numbers,
    Rectangle p2 = Rectangle();

    cout << "Area of default Rectangle 2 : " << p2.getArea() << endl;
    p2.mirrorX();
    cout << "Coordinates after being mirrored over X axis: (" << p2.getXCoord() << "," << p2.getYCoord() << "," << p2.getWidth() << "," << p2.getHeight() << ")." << endl;

    p2.mirrorY();
    cout << "Coordinates after being mirrored over Y axis (" << p2.getXCoord() << "," << p2.getYCoord() << "," << p2.getWidth() << "," << p2.getHeight() << ")." << endl;

    p2.mirrorOrigin();
    cout << "Coordinates after being mirrored over origin (" << p2.getXCoord() << "," << p2.getYCoord() << "," << p2.getWidth() << "," << p2.getHeight() << ")." << endl;


    cout << "Area of user created Rectangle: " << p1.getArea() << endl;
    p1.mirrorX();
    cout << "Coordinates after being mirrored over X axis: (" << p1.getXCoord()<< "," << p1.getYCoord() << "," << p1.getWidth() << "," << p1.getHeight() << ")." << endl;

    p1.mirrorY();
    cout << "Coordinates after being mirrored over Y axis (" << p1.getXCoord() << "," << p1.getYCoord() << "," << p1.getWidth() << "," << p1.getHeight() << ")." << endl;

    p1.mirrorOrigin();
    cout << "Coordinates after being mirrored over origin (" << p1.getXCoord() << "," << p1.getYCoord() << "," << p1.getWidth() << "," << p1.getHeight() << ")." << endl;


    return 0;
}

```