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** Creating two Rectangle objects **
Running setter of id for with new value Uno
Running setter of x for Unowith new value 25
Running setter of y for Unowith new value 13
Running setter of width for Unowith new value of 4
Running setter of height for Unowith new value of 12
In constructor for Uno with height 12 and width 4 at position (25,13)
Running setter of id for with new value Dos
Running setter of x for Doswith new value 7
Running setter of y for Doswith new value 17
Running setter of width for Doswith new value of 29
Running setter of height for Doswith new value of -11
In constructor for Dos with height -11 and width 29 at position (7,17)

** Drawing both Rectangles **
Running draw() for Uno
Running draw() for Dos

** Centering first Rectangle **
Running center() for Uno
Running erase() for Uno
Centering Uno
Running draw() for Uno

** Testing setters **
Running setter of height for Unowith new value of 28
Running setter of width for Unowith new value of 16
Running setter of x for Doswith new value 15
Running setter of y for Doswith new value -34

** Testing toString() **
Returning toString() for Uno with height 28 and width 16 at position(25,13)
** Returned ** Uno with height 28 and width 16 at position(25,13)
Returning toString() for Dos with height -11 and width 29 at position(15,-34)
** Returned ** Dos with height -11 and width 29 at position(15,-34)
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