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**Create a Python class called Rectangle with the following attributes:**

3. width (float): representing the width of the rectangle.

4. height (float): representing the height of the rectangle.

Implement the following methods for the Rectangle class:

1. \_\_init\_\_(self, width, height): Constructor method to initialize the attributes of the rectangle object.

2. \_\_str\_\_(self): Method to return a string representation of the rectangle object in the format "Rectangle: [width] x [height]".

3. area(self): Method to calculate and return the area of the rectangle (width \* height).

4. perimeter(self): Method to calculate and return the perimeter of the rectangle (2 \* (width + height)).

**Create an instance of the Rectangle class, initialize its attributes with user input for width and height, and perform the following operations:**

1. Display the rectangle details using the \_\_str\_\_ method.

2. Calculate and display the area of the rectangle using the area method.

3. Calculate and display the perimeter of the rectangle using the perimeter method

**CODE**

class Rectangle:

def \_\_init\_\_(self, width: float, height: float):

self.width = width

self.height = height

def \_\_str\_\_(self):

return f"Rectangle: {self.width} x {self.height}"

def calculate\_area(self) -> float:

return self.width \* self.height

def calculate\_perimeter(self) -> float:

return 2 \* (self.width + self.height)

width = float(input("Enter the width of the rectangle: "))

height = float(input("Enter the height of the rectangle: "))

rect = Rectangle(width, height)

print(rect)

print("Area:", rect.calculate\_area())

print("Perimeter:", rect.calculate\_perimeter())