

```
1  #include "rectangle.h"
2
3  using namespace std;
4
5  Rectangle::Rectangle(double width, double height, const Color& color): mWidth(width),
mHeight(height), mColor(color) {
6
7  }
8
9  Rectangle::Rectangle(const Color& color): Rectangle() {
10     setColor(color);
11 }
12
13 Rectangle::Rectangle(Color::Code code): Rectangle(Color(code)) {
14
15 }
16
17 double Rectangle::getHeight() const {
18     return mHeight;
19 }
20
21 double Rectangle::getWidth() const {
22     return mWidth;
23 }
24
25 double Rectangle::getSurface() const {
26     return mWidth * mHeight;
27 }
28
29 Color Rectangle::getColor() const {
30     return mColor;
31 }
32
33 Rectangle& Rectangle::setHeight(double height) {
34     mHeight = height;
35     return *this;
36 }
37
38 Rectangle& Rectangle::setWidth(double width) {
39     mWidth = width;
40     return *this;
41 }
42
43 Rectangle& Rectangle::setColor(const Color& color) {
44     mColor = color;
45     return *this;
46 }
47
48 Rectangle& Rectangle::setColor(Color::Code color) {
49     setColor(Color(color));
50     return *this;
51 }
52
53 ostream& Rectangle::display(ostream& stream) const {
54     return stream << "Rectangle Width: " << mWidth
55                 << ", Height: " << mHeight
56                 << ", Color: " << mColor;
57 }
58
59 ostream& operator<<(ostream& stream, const Rectangle& Rectangle) {
60     return Rectangle.display(stream);
61 }
62
```