```cpp
#include <iostream>
#include <utility>
#include <string>

using std::pair, std::string, std::to_string;

class Rectangle {
 pair<double, double> point;
 public:
 Rectangle(double p1, double p2) : point{p1, p2} {}
 Rectangle(pair<double, double> p1) : point{p1} {}
 int area() {return point.first * point.second ; }
 operator string() { return "[" + to_string(point.first) + "," + to_string(point.second) + "]"; }
 operator pair<double, double>() { return point; }
};

int main(){
 Rectangle r{2, 10};
 std::cout << r.area() << std::endl;
 pair<double, double> p{5, 10};
 Rectangle r2{p};
 string s{r};
 std::cout << s << std::endl;
 p = r;
 std::cout << p.first << std::endl;
 return 0;
}
```