```cpp
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#include <iostream>
#include "Rectangle.h"
using namespace std;

int main()
{
    Rectangle r1(4,40);
    Rectangle r2(3.5,35.9);

    cout <<"First Rectangle--->"<<" Width:" << r1.getWidth() <<" Height:"<<r1.getHeight()
    << " Area:"<<r1.getArea()<< " Perimeter:" <<r1.getPerimeter()<< endl;

    cout <<"First Rectangle--->"<<" Width:" << r2.getWidth() <<" Height:"<<r2.getHeight()
    << " Area:"<<r2.getArea()<< " Perimeter:" <<r2.getPerimeter()<< endl;
}
```

```cpp
#ifndef REC_H
#define REC_H

#include <string>

using namespace std;


class Rectangle{
    private:
        double width;
        double height;

    public:
        Rectangle();
        Rectangle(double, double);
        double getWidth();
        double getHeight();
        void setWidth(double);
        void setHeight(double);
        double getArea();
        double getPerimeter();
};


#endif
```

```cpp
#include <string>
#include "Rectangle.h"
using namespace std;


Rectangle::Rectangle(){
    height = 1;
    width = 1;
}

Rectangle::Rectangle(double w, double h){
    width = w;
    height = h;

}

double Rectangle::getWidth(){
    return width;
}

double Rectangle::getHeight(){
    return height;
}

void Rectangle::setWidth(double w){
    width = w;
}

void Rectangle::setHeight(double h){
    height = h;
}

double Rectangle::getArea(){
    return height*width;
}

double Rectangle::getPerimeter(){
    return height*2+width*2;
```

}